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MK3

Kombat Kodes,
Mortal Secrets
Revealed

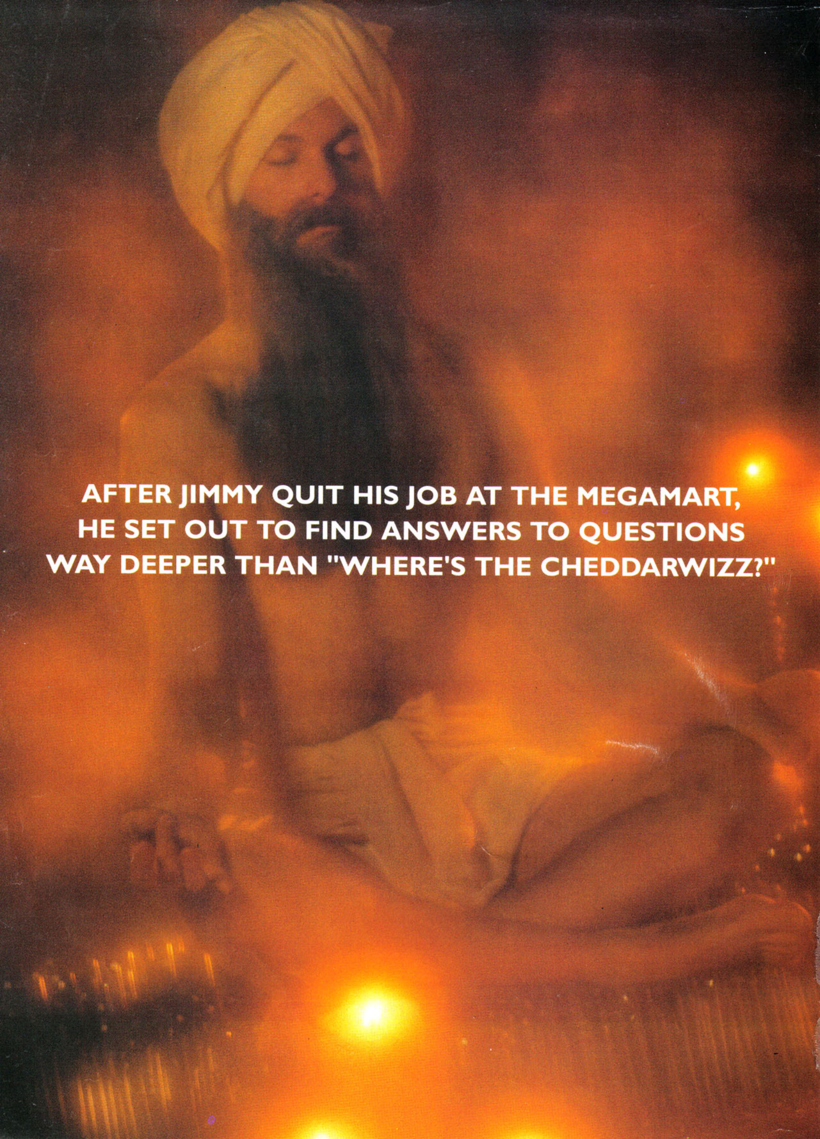
HOT CONTEST
Win WWF The Arcade Game

IN-DEPTH
- Spider-Man & Venom: Separation Anxiety
- Boogerman
- Secret of Evermore

Out of the
KI Va
Classi
the

DON'T LOSE THE POWER!
RE-SUBSCRIBE INSIDE!

game boy
killer instinct



AFTER JIMMY QUIT HIS JOB AT THE MEGAMART,
HE SET OUT TO FIND ANSWERS TO QUESTIONS
WAY DEEPER THAN "WHERE'S THE CHEDDARWIZZ?"

NINTENDO POWER
DONKEY KONG LAND

That's how most mystic guru meditation guys get started in the business. Something crazy happens and suddenly they're wearing shorts that look like diapers, sitting on nails, and spending the whole day searching to answer life's greatest secrets. Bam! Just like that, insta-swami. Funny thing is, you don't need a turban, or nail holes in your butt to get the most important answers to life. You just need to keep getting *Nintendo Power*®. For you, that's easy. Just renew with this card or call (800) 255-3700 and we'll send you another year's worth of magazines and other great benefits. That's all there is to it. After all, what's the point of searching for answers when you can get NINTENDO POWER 'em delivered to your house for 18 bucks*?

*Canadian residents pay $25.

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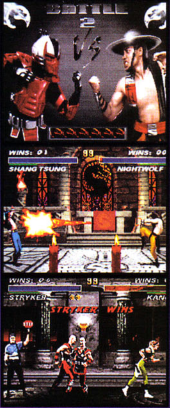
44

BOOGERMAN

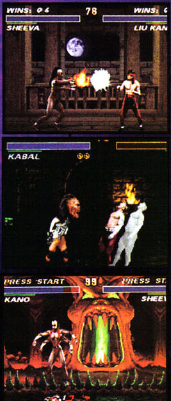
He may not be the sweetest-smelling superhero in the world, but when there's a nose to pick or a zit to pop, people everywhere call on Boogerman. Our in-depth review gives you the straight poop on one of the ickiest adventures in gaming history!


BATTLE 2
WINS: 01
99
WINS: 00
SHANG TSUNG
NIGHTWOLF
STRYKER
STRYKER WINS

10

MORTAL KOMBAT 3

You waited in long lines in the arcade. You coughed up the quarters along with everyone else. Now take a look at the Super NES version of the latest offering for Mortal maniacs. We have the exclusive arcade Kombat codes, and while you shouldn't play with fire, we'll show you how to play with Smoke!


WINS: 06
78
SHEEVA
LIU KAN
KABAL
PRESS START
99
KANO

20

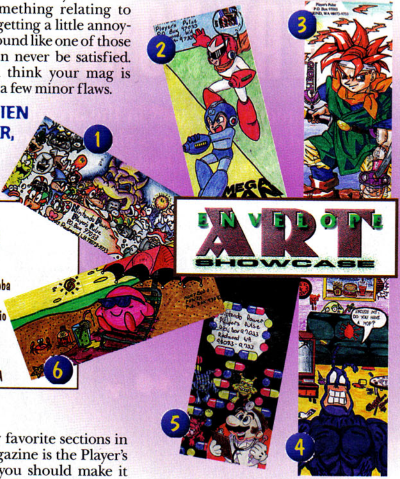
The 10th Anniversary Special

This month we're looking back a full decade to the introduction of the NES, the system that brought video games back to life with the help of a pair of plumbers from Brooklyn and a Robotic Operating Buddy.

PLAYER'S PULSE

As is the case with most magazines, yours is great, but I can still find a few areas I would like to see improved upon. First, I normally like the reviews but feel that many of the articles are for 3-year-olds! Really, I think we can handle a little more than what you are giving us. Second, while I like Donkey Kong Country, it is not the best game ever, as you seem to think. Every issue lately has had something relating to DKC in it. It's getting a little annoying. Sorry if I sound like one of those people who can never be satisfied. I'm not. I still think your mag is super, with just a few minor flaws.

KEVIN O'BRIEN
LEOMINSTER, MA



1. Adam Sommers
   Davenport, IA
2. Nehemia Fitzgerald
   Orlando, FL
3. Jason Nash
   Winnipeg, Manitoba
4. Chris Liang
   Missauga, Ontario
5. Shaun Ketterman
   Hanover, PA
6. Cliff Campbell -
   Williamstown, PA

One of my favorite sections in your magazine is the Player's Pulse. I think you should make it larger, though. I also think you should print more letters and print the envelope art bigger. I think you should also write more replies to letters. Except for that, don't change anything else because it is perfect the way it is.

JAMIE BORZYCHOWSKI
NIAGARA-ON-THE-LAKE
ONTARIO

I recently finished EarthBound, and I loved it. I've played many good epics such as Secret of Mana and Final Fantasy III, but EarthBound's humorous graphics and dialogue, plus its vibrating battle backgrounds, make for an interesting, fun and difficult journey. I have a few questions. Will there be an EarthBound 2? Pokey seemed pretty set on revenge at the end of this one. Second, what were the models of the heroes and monsters in the EarthBound Player's Guide made of?

KERRY DANISZEWSKI
ENGLEWOOD, OH

Actually, EarthBound is a sequel. The original NES game wasn't published in North America. No word on a third installment. The models were made of clay for the player's guide in Japan.

I am concerned about the NU 64. My reason is temptation to buy another system, namely a Sega Saturn or Sony PlayStation. I have been a loyal buyer of your products and have never bought any other system. I have looked at the pictures in Nintendo Power of some of the games and they look great but April 1996, when the NU 64 is scheduled to ship, is a long time away. I want to get one but it might be too late and there might be a rival system beside my TV by the time the NU 64 comes out.

RHETT FINKLEA
DILLWYN, VA

We hear your concerns, Rhett. You can bet that we thought about them before making the decision to delay the NU 64. But take a look at this next letter…

Over the years of reading many so-called "non-biased" video games, my impression is that these magazines are indeed biased. Biased against Nintendo. In almost every situation where there is a chance to compare Sega and Nintendo, most of these hot-shot editors are immediately brown-nosing Sega, praising it for bringing out its systems first. The only reason for that is Sega is more concerned with beating the competition at the starting line than with the overall quality of its products and the true gaming experience. To me the delay of the NU 64 just strengthened my faith in Nintendo even more. Nintendo's reason for the delay: "We want to give our programmers more time to study the capabilities of the Ultra so that we can create truly awesome games." This proves to me that Nintendo cares more about the quality of its games and the gaming experience for players. Nintendo's priorities are straight.

TOM ELLIS
MAUMEE, OH

"Stand back, boys! This one's a fighter!"

The grand prize winner for Nintendo Power Volume 72, Chris Estrada, enjoyed good luck every step of the way as he claimed his prize: a trip to the BASS Masters' Classic in Greensboro, North Carolina! The first day out, Chris snagged a fish almost as soon as he dipped his hook in the water. O.K. it was a catfish, not a bass, and all right, it was pretty puny. But Chris immediately picked up the anthem of fishermen everywhere: "You shoulda seen the one that got away!" Chris also snared the autograph of one of the pro anglers, Mark Davis. The next day, Mark scored a tremendous come-from-behind victory to win the Classic! Chris also won a boatload of prizes, including BASS Masters Classic for the Super NES from TH•Q. Chris even battled the bugs to watch the pros launch their boats at 5:30 in the morning. Now that's dedication!

EarthBound...
What's that sound?
EarthBound...
What's shakin' the ground?
EarthBound...
What's possessin' the hounds?
EarthBound!
It's comin' to your town!
EarthBound...
Into your home its way has found.
EarthBound...
It's got you wired and wound!
EarthBound...
It's makin' your head go pound!
EarthBound!
And it won't quiet down!
EarthBound!!
So you'd better PLAY IT LOUD!!

JON-ALLAN PEARSON
CHICO, CA

WRITE AWAY RIGHTAWAY!

When writing us, don't forget to put your name and address on your letter, as well as on the back of any photo or artwork you send us. Thanks!

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Lots of pre-recorded help:

- Any Super Mario Game for the Super NES or NES, including Super Mario World 2: Yoshi's Island
- Any Zelda game
- Killer Instinct, Mortal Kombat II, Mortal Kombat 3
- EarthBound, Illusion of Gaia, Super Metroid
- Breath of Fire, Chrono Trigger, Final Fantasy III
- Donkey Kong Country, Donkey Kong Land
- Super Punch-Out!!

Coming soon:

- Breath of Fire 2, Donkey Kong Country 2,
- Secret of Evermore

Also: NU 64 news and other cool news

This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

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STAFF

Publisher	M. Arakawa
Editor-in-Chief	Gail Tilden
Producer	Yoshio Tsuboike
Senior Editor	Leslie Swan
Senior Writer	Scott Pelland
Writers	Kent Miller Terry Munson Paul Shinoda
Editorial Consultants	Howard Lincoln Peter Main Phil Rogers Juana Tingdale Jeff Bafus
Cover Design	Griffes Advertising
Copy Coordinators	Chris Cameron Todd Dyment Todd Gardiner Machiko Oehler
Production Coordinator	Nancy Ramsey
Art Director	Hiroko Nagami
Concept & Design	V DESIGN Yoshi Orimo Wendy Salvatori Katsuyuki Asanuma Jeff Hazard Sonja Morris Ritsuko Yamaji Hiroshi Nakae Marty Pappas Scott Douwes Brandon Baltzell
Illustrators	V-DESIGN
Prepress Supervisor	Jay Wergin
Electronic Prepress	James Catechi Karl Deckard Billy Noland Michael d. Sinkula Jay Wergin David Wharton Van Williams

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POWER CHARTS

Unimaginable is the power of Lavos.
Anyone who dares to
oppose...it...meets certain doom.

SUPER NES TOP 20

THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	KILLER INSTINCT	1	5
2	DONKEY KONG COUNTRY	2	13
3	CHRONO TRIGGER	10	4
4	THE LEGEND OF ZELDA: A LINK TO THE PAST	4	46
5	SUPER MARIO WORLD 2: YOSHI'S ISLAND	5	2
6	FINAL FANTASY III	6	11
7	MORTAL KOMBAT 3	3	2
8	SUPER METROID	7	19
9	EARTHWORM JIM 2	NEW	1
10	DOOM	12	4
11	EARTHBOUND	9	5
12	SECRET OF EVERMORE	NOT RANKED	3
13	OGRE BATTLE	15	4
14	MORTAL KOMBAT II	8	13
15	SECRET OF MANA	17	13
16	KEN GRIFFEY JR. PRESENTS: MLB	20	19
17	EARTHWORM JIM	11	13
18	ILLUSION OF GAIA	16	12
19	SUPER MARIO KART	NOT RANKED	33
20	MEGA MAN X2	14	9

GAME BOY TOP 10

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	THE LEGEND OF ZELDA LINK'S AWAKENING	2	31
2	DONKEY KONG LAND	1	10
3	METROID II: RETURN OF SAMUS	4	47
4	TETRIS	3	38
5	KIRBY'S DREAM LAND 2	6	6
6	GALAGA/GALAXIAN	NOT RANKED	2
7	WARIO LAND: SUPER MARIO LAND 3	10	17
8	SUPER MARIO LAND 2: 6 GOLDEN COINS	7	37
9	DONKEY KONG	9	18
10	ASTEROIDS/MISSILE COMMAND	NEW	1

TOP 10 RPGs

THIS MONTH	GAME	SYSTEM	RELEASE DATE
1	CHRONO TRIGGER	SUPER NES	AUG. '95
2	FINAL FANTASY III	SUPER NES	OCT. '94
3	EARTHBOUND	SUPER NES	JUN. '95
4	SECRET OF EVERMORE	SUPER NES	NOV. '95
5	SECRET OF MANA	SUPER NES	NOV. '93
6	FINAL FANTASY II	SUPER NES	NOV. '91
7	BRANDISH	SUPER NES	FEB. '95
8	TECMO SECRET OF THE STARS	SUPER NES	JUL. '95
9	BREATH OF FIRE	SUPER NES	AUG. '94
10	ULTIMA VII: THE BLACK GATE	SUPER NES	NOV. '94

This month marks the very first chart for Virtual Boy games. Be sure to check out this issue for exclusive reviews of two brand-new games: Virtual League Baseball and Waterworld!

VIRTUAL BOY TOP 5

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	GALACTIC PINBALL	NEW	1
2	RED ALARM	NEW	1
3	WARIO LAND	NEW	1
4	MARIO'S TENNIS	NEW	1
5	MARIO CLASH	NEW	1

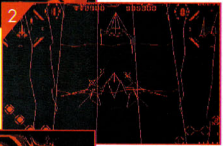
MOST WANTED

Nintendo Power readers give two big thumbs up to Killer Instinct, saying they want both the NU 64 and the Super NES versions. Three other Super NES games rank in the Top 10, led by Donkey Kong Country 2, which is scheduled to be in stores in time for the holidays. Do you want to be heard? Then send in the Player's Poll card at the back of this issue!

1. NINTENDO ULTRA 64
2. VIRTUAL BOY
3. KILLER INSTINCT (NU 64)
4. DOOM (NU 64)
5. CRUIS'N USA (NU 64)
6. ROBOTECH (NU 64)
7. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
8. MORTAL KOMBAT 3
9. KILLER INSTINCT
10. CHRONO TRIGGER

WINS: 00
96
PRESS START
CYRAX
KANO

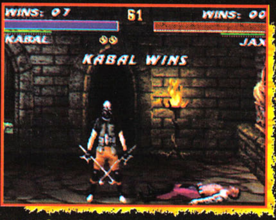
1

2


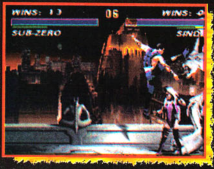
3

THERE IS NO
THAT IS N

MORTAL KOMBAT 3 ©1995
MIDWAY MANUFACTURING
ALL RIGHTS RESERVED

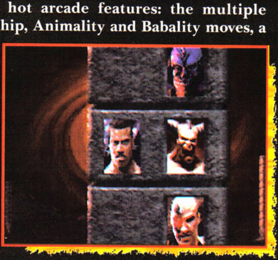

WINS: 07
61
WINS: 00
KABAL
JAX
KABAL WINS

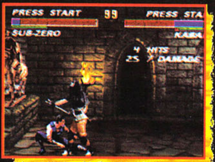
Get ready for 32 megabits of mayhem with Mortal Kombat 3 from Williams Entertainment! The mighty Shao Kahn has returned, successfully invading and destroying most of planet earth. Now, the evil Emperor of the Outworld claims all the souls as his own. Do you dare to challenge the emperor? Do you stand a chance against his dark forces? Step into the arena and prepare for the fight of your life!

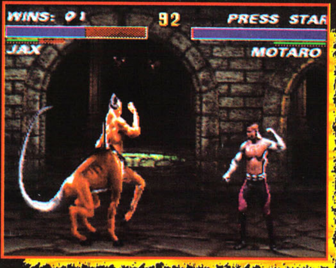

WINS: 13
06
WINS: 0
SUB-ZERO
SIND

CHOOSE YOUR DESTINY

Are you strong, mortal? Choose your destiny on one of three tournament towers: Master, Warrior or Novice. Your opponents are equally difficult and challenging on all three levels, but you have only five continues before your soul falls to Shao Kahn. The Super NES version of MK3 has all the hot arcade features: the multiple Fatalities, Friendship, Animality and Babality moves, a pit stage and subway tracks. You can even knock your opponents right through the ceilings with an uppercut! But how long can you last against the power of Shao Kahn?




PRESS START
99
PRESS STA
SUB-ZERO
KABA
4 HITS
25 % DAMAGE


WINS: 01
92
PRESS STAR
JAX
MOTARO

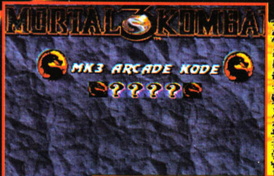
SHOWDOWN AT THE APOCALYPSE

SELECT YOUR FIGHTER

Shao Kahn, the evil emperor of the Outworld, is tired of his failed attempts to conquer the earth. He orders his Shadow Priests to teleport the spirit of his Queen, Sindel, through dimensional gates and 10,000 years into earth's past. World history is altered and the survival of the entire human race hangs by a thread. You are a survivor. Humanity depends on your victory in the arenas of Mortal Kombat 3!

WINS: 12
91
WINS: 0
SUB-ZERO
LIU KANG
BOON/TOBIAS

ARCADE KOMBAT CODES



Mortal Kombat 3 adds a new dimension to street fighting by introducing the Arcade Kombat Kodes. As you fight your way through the one-player mode, the game randomly rewards you with different codes. Be sure to write them down. These codes can subtly or radically alter your two-player matches when you enter them at the beginning of a two-player game. Arcade Kombat Kodes let you change or break the rules, make your fighters tougher, stop the clock, or play a classic arcade game! Check out the exclusive Nintendo Power Kombat Kodes on page 19!

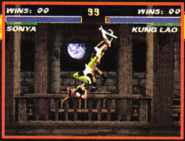
SUPER NES MK3 FEATURES

- RUNNING MOVES
- MULTI-LEVEL STAGES
- ANIMALITIES
- KOMBINATIONS
- KOMBAT KODES
- VIOLENCE CONTROL
- NEW BOSSES
- NEW FATALITIES

SONYA

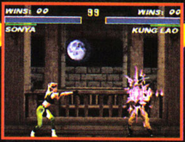
Shao Kahn made sure that Sonya was too tied up to compete in Mortal Kombat II, but now the special forces agent is back, vowing never to be caught again. Sonya continues to stalk the elusive thief, Kano. Her stamina, experience and reflexes make her a powerful contender.

BICYCLE KICK


WINS: 00
99
WINS: 00
SONYA
KUNG LAO

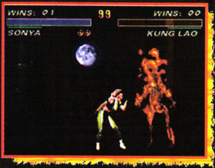
Sonya has a very unique talent: she can juggle with her feet! She prefers to juggle her opponents instead of chain saws. Execute Sonya's Bicycle Kick by pressing Back, Back, Down and High Kick.

RINGS


WINS: 00
99
WINS: 00
SONYA
KUNG LAO

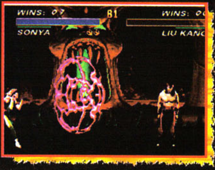
Let the agony of defeat ring in your foe's ears! Stand back and tap Down, Down/Forward, Forward and execute a Low Punch. Remember, inflicting pain from a distance is the next best thing to being there.

FATALITY


WINS: 01
99
WINS: 00
SONYA
KUNG LAO

Hey, everybody! Grab your picnic basket! Sonya's having a barbeque and we're invited! While your defeated opponent is reeling, press Back, Forward, Down, Down and then Run. You like your ribs well done and extra crispy, right?

FATALITY


WINS: 07
81
WINS: 0
SONYA
LIU KAN

This explosive fatality trips up some MK3 fans. Move back at least halfway across the screen from your reeling foe and hold the Block and Run buttons, then tap Up twice, Back, Down and release the Block and Run buttons.

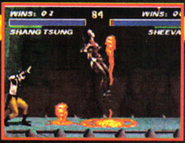
6 HIT KOMBAT KOMBO

HK, HK, HP, HP, LP, B+HP

SHANG TSUNG

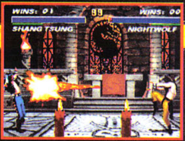
Chief sorcerer for Shao Kahn, Shang Tsung fights to regain his honor. He is responsible for Sindel's resurrection and the devastation of the dimension gates. The sorcerer can morph into the form of all the MK3 contestants except Smoke.

VOLCANO


WINS: 02
84
WINS: 0
SHANG TSUNG
SHEEVA

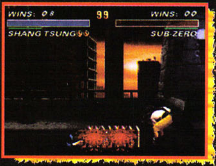
Give your opponent a hot foot with this volcano eruption! Quickly press Forward, Back, Back and execute a Low Kick. Talk about major magma! Don't let a lava bomb knock you in the head.

FIREBALLS


WINS: 01
99
WINS: 00
SHANG TSUNG
NIGHTWOLF

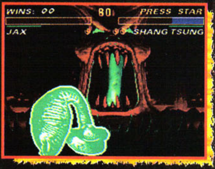
Feel the burn! For one fireball, press Back, Back and High Punch. For two fireballs, press Back, Back, Forward and High Punch, and for three fireballs, press Back, Back, Forward, Forward, High Punch.

FATALITY


WINS: 08
99
WINS: 00
SHANG TSUNG
SUB-ZERO

Feeling tired? Shang Tsung knows the secret to getting enough rest. While your defeated foe is reeling, close in and hold the Low Punch Button, then tap Down, Forward, Forward, Down and release the Low Punch Button. Sleep tight!

ANIMALITY


WINS: 00
80
PRESS STAR
JAX
SHANG TSUNG

You must show mercy to do an Animality. All Mercy moves are done by holding the Run Button, tapping Down four times and releasing the Run button. To execute Tsung's Animality, hold High Punch, press Run three times and release High Punch.

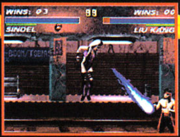
5 HIT KOMBAT KOMBO

HK, HP, HP, LP, B+HK

SINDEL

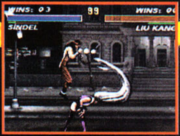
Sindel is key to Shao Kahn's plan to destroy and rule earth. Her spirit was resurrected on the blue planet, blasting apart the dimensional barriers separating earth from the Outworld. Sindel vows to avenge the defeat of her only daughter, Kitana.

MIDAIR FIREBALL

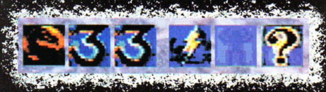


Sindel's Midair Fireball offers a new angle on projectile attacks. Press Down, Down/Forward, Forward and execute a Low Kick. Sindel fires a normal Fireball when you press Forward, Forward and tap Low Punch.

HAIR WHIP

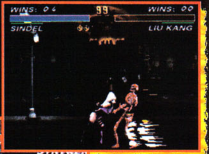


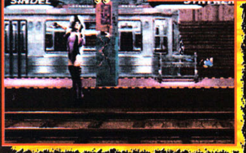
Most MK characters possess a special close range attack. Step up to your foe and let go with a Low Punch. Now you can entangle your foes in Sindel's permanent wave and give them a few split ends!



FATALITY

Make no bones about it, Sindel's fatality is something to shout about, but it can be very challenging to pull off. Stand close to your defeated opponent and press Run, Block, Block, Run and Block. Your timing must be perfect.





Use Sindel's Pit Fatality in the Subway to place your foe in front of the hazardous 5:05! Press Down three times and let go with a Low Punch.

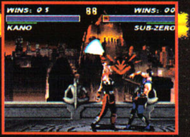
5 HIT KOMBAT KOMBO

HK, HP, HP, LP, HK

KANO

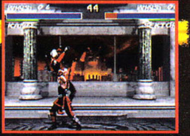
Legendary thief and fugitive, Kano eluded Sonya during the first Mortal Kombat Tournament, only to be captured by Shao Kahn. To spare his own life, Kano agreed to join the Outworld forces and reveal the weaknesses in the earth's defense forces.

KNIFE THROW



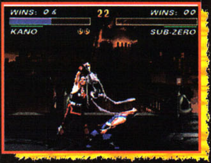
Long ago Kano tried to make money throwing knives blindfolded. Because he could only hear the audience's screams and gasps, he decided to ditch the blindfold. Press Down, Back and execute a High Punch.

GRAB & BITE



Kano gets grumpy if he doesn't get a meal on time and has been known to occasionally take a bite out of his opponents. Stand near your foe and press Down, Down/Forward, Forward and execute a Low Punch.

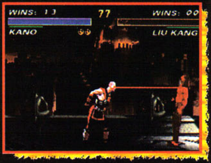
FATALITY



Want to see Kano pull a rabbit out of a hat? You don't have a hat? No problem! He'll just change the trick a little bit. Press and Hold Low Punch, then tap Forward, Down, Down, Forward and release the Low Punch button. Ta Da!

FATALITY

Ever wonder what that glowing red eye in the middle Kano's forehead is for? When you're told to finish your foe, quickly press Low Punch, Block twice and execute a High Kick within leg sweep range. Now your foe can see red too!



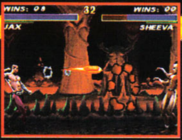
5 HIT KOMBAT KOMBO

HP, HP, HK, LK, B+HK

JAX

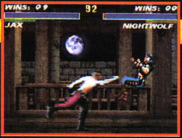
Years ago Major Jackson Briggs deduced that Kahn's Outworld forces would invade Earth. In preparation for the battle, Jax ordered his arms surgically removed and replaced with bionic implants. Jax's lethal limbs make him a major threat to Kahn's diabolical plans.

DOUBLE MISSILE


WINS: 08
32
WINS: 00
JAX
SHEEVA

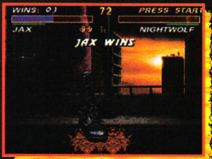
Jax has tactical first strike capabilities! To release one missile, press Back, Forward and let go with a High Punch. To fire two missiles, tap Forward, Forward, Back, Back and execute a High Punch.

SHOULDER SLAM


WINS: 09
92
WINS: 00
JAX
NIGHTWOLF

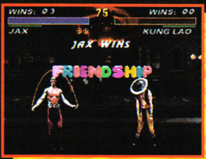
The charging Shoulder Slam is great for knocking your opponents off their feet. Press Forward, Forward and execute a High Kick. Frustrate your opponents by repeating the attack as they try to stand up.

FATALITY


WINS: 01
72
PRESS START
JAX
NIGHTWOLF
JAX WINS

Jax has no problem stomping on his defeated opponents. While your foe teeters on the brink of defeat, Hold the Block Button, press Up, Down, Forward, Up and release the Block Button. Looks like that boot needs more polish!

FRIENDSHIP


WINS: 03
75
WINS: 00
JAX
KUNG LAO
JAX WINS
FRIENDSHIP

As with all Mortal Kombat Friendship Moves, Jax cannot jump rope if you used the Block button during the final round. While your defeated opponent is still standing, execute a Low Kick, Run twice and tap Low Kick again.

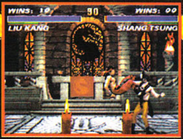
5 HIT KOMBAT KOMBO

HP, HP, BLOCK, LP, B+HP

LIU KANG

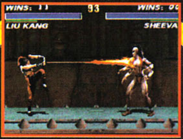
Of all earth's survivors, Liu Kang is most responsible for thwarting Shao Kahn's previous attempts at total conquest. Perceived as a major threat, Kang is a primary target for Kahn's roaming death squads. Liu Kang fights to preserve the last beating hearts of humanity.

BICYCLE KICK

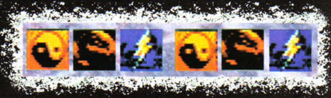

WINS: 10
90
WINS: 00
LIU KANG
SHANG TSUNG

Liu Kang's Bicycle Kick requires preparation time outside your opponent's range. The attack is automatically executed when you press and hold Low Kick for three seconds then release the button.

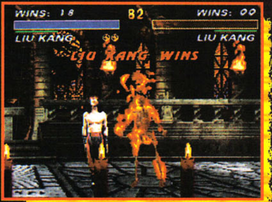
FIREBALL


WINS: 11
93
LIU KANG
SHEEVA

Liu Kang has two different projectile attacks. Press Forward twice and execute a High Punch to launch a high fireball, or substitute a Low Punch for the High Punch to aim at your opponent's knees.



FATALITY


WINS: 18
82
WINS: 00
LIU KANG
LIU KANG
LIU KANG WINS

Liu Kang's flaming fatality is one of the easiest in the game to pull off. Stand within half a screen from your reeling foe and press Forward, Forward, Down, Down and execute a Low Kick. Anyone have a fire extinguisher handy?

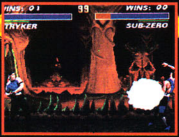
7 HIT KOMBAT KOMBO

HP, HP, BLOCK, LK, LK, HK, B+LK

STRYKER

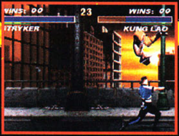
A S.W.A.T. officer, Stryker was in charge of a riot control brigade when Kahn's forces landed. He is the lone survivor of a North American city once populated by millions. Stryker refuses to draw his gun in matches, but he won't discard his endless grenade supply.

GRENADE ATTACK


WINS: 01
99
WINS: 00
STRYKER
SUB-ZERO

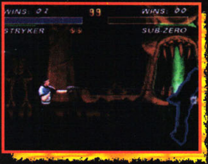
Stryker's grenade attacks have two ranges. Press Down, Down/Back, Back and tap High Punch to throw grenades high, or press Down, Down/Back, Back and tap Low Punch to hit low and below the belt.

CLUB TOSS


WINS: 00
23
WINS: 00
STRYKER
KUNG LAO

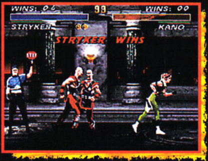
The Club Toss is a charging attack that sweeps your foes off their feet. Press Forward, Forward and execute a High Kick. This move is useful as a surprise opener, often catching your opponent off guard.

FATALITY


WINS: 01
99
WINS: 00
STRYKER
SUB-ZERO

Stryker occasionally likes to check the battery power on his taser gun. Stand at the opposite edge of the screen, press Forward three times and follow up with a Low Kick. You must use the full screen for the Fatality to work.

FRIENDSHIP


WINS: 06
99
WINS: 00
STRYKER
KANO
STRYKER WINS

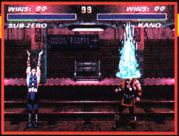
It's time to cross the street! Stryker's stopped traffic for all the MK3 characters. Execute a Low Punch, press Run twice and execute another Low Punch. This is probably the most hilarious Friendship move in the game.

4 HIT KOMBAT KOMBO
HK, HP, HP, LP

SUB-ZERO

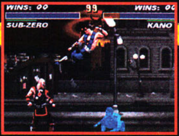
Once a ninja of the secret Lin Kuei order, Sub-Zero broke his sacred vow after being betrayed by fellow members of his sect. Now a fugitive, Sub-Zero finds himself trapped between Shao Kahn's Outland forces and Lin Kuei's cybernetic ninja assassins.

ICE SHOWER


WINS: 00
99
WINS: 00
SUB-ZERO
KANO

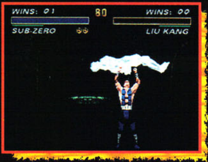
No weatherman alive can predict Sub-Zero's freezing Ice Shower attack. Press Down, Forward, Back and execute a High Punch. Mix up the order on the cross pad to send showers in other directions.

ICE STATUE


WINS: 00
99
SUB-ZERO
KANO

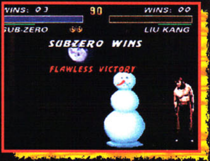
The Ice Statue is literally the coolest trick in the game. If your foes are foolish enough to touch Sub-Zero's Ice Statue, they're instantly frozen! Tap Down, Down/Back, Back and deliver a Low Punch.

FATALITY


WINS: 01
80
WINS: 00
SUB-ZERO
LIU KANG

Sub-Zero's serving up tasty frozen desserts. Press the Block Button twice, then Run Button, Block Button and finally the Run Button one last time. The ex-ninja's freezing fatality is enough to make your blood run cold.

FRIENDSHIP


WINS: 03
90
WINS: 00
SUB-ZERO
LIU KANG
SUBZERO WINS
FLAWLESS VICTORY

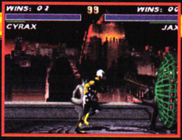
Frosty the Snowman? Get real! Sub-Zero's the only iceman in this game. Put the finishing touches on this Friendship Move by executing a Low Kick, tapping the Run Button twice and pressing Up on the Control Pad.

6 HIT KOMBAT KOMBO
HP, HP, LP, LK, HK, B+HK

CYRAX

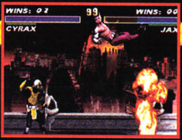
Also known as Unit LK4D4, Cyrax is one of three cybernetic ninjas programmed by the Lin Kuei order. Cyrax's primary orders are to locate and destroy Sub-Zero, but this does not stop him from eliminating any Mortal Kombat contestant that obstructs his path.

NET CAPTURE


WINS: 02
99
WINS: 00
CYRAX
JAX

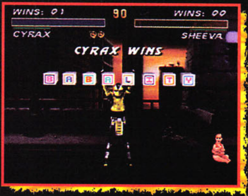
Cyrax's net instantly renders foes helpless. Tap Back twice and let loose with a Low Kick. After trapping your prey, the net will drag them toward you, giving you time to prepare your next attack.

BOMB DROP

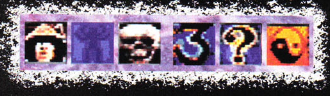

WINS: 02
99
WINS: 00
CYRAX
JAX

To go for a long bomb, press and hold Low Kick, tap Forward twice, and execute a High Kick. Throw for a short gain by holding Low Kick, tapping Back twice and executing a High Kick.

BABALITY


WINS: 01
90
WINS: 00
CYRAX
SHEEVA
CYRAX WINS
BABALITY

Check out Cyrax's Babality! Press Forward, Forward, Back and let go with a High Punch. The Babality won't work if you blocked during the final round of combat. Wasn't Sheeva a cute little Shokan?

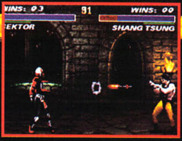


6 HIT KOMBAT KOMBO
HP, HP, HK, HP, HK, B+HK

SEKTOR

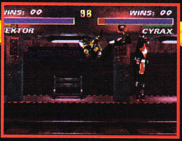
Once a human assassin for the Lin Kuei, Sektor volunteered for cybernetic transformation out of loyalty to his ninja clan. Renamed Unit LK9T9, Sektor's primary orders are to locate and terminate Sub-Zero. Shao Kahn cannot detect this soulless warrior.

MISSILE ATTACK


WINS: 03
91
WINS: 00
SEKTOR
SHANG TSUNG

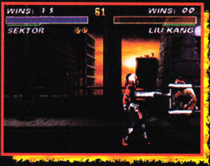
Sektor has two missile attacks. Launch a direct attack by pressing Forward twice and letting loose with a Low Punch, or fire a heat seeker by pressing Down, Down/Back, Back and adding a High Punch.

TELEPORT UPPERCUT


WINS: 00
98
WINS: 00
SEKTOR
CYRAX

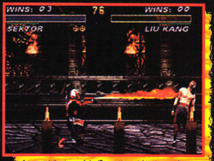
The Teleport Uppercut is an excellent move for switching sides and sneaking up behind your enemies. Tap Forward twice and let loose with a Low Kick. This move can even be activated in midair.

FATALITY


WINS: 15
61
WINS: 00
SEKTOR
LIU KANG

Sektor likes to pinch the heads off his foes with his portable trash compactor. When you are told to finish your opponent, stand a leg sweep away and press Low Punch, Run twice and hit the Block button. Where's the garbage can?

FATALITY


WINS: 03
76
WINS: 00
SEKTOR
LIU KANG

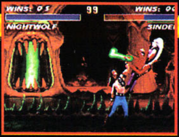
Redefine "toasty" with Sektor's blowtorch fatality! Stand more than half the screen length from your reeling enemy and press Forward three times, Back and tap the Block button. Now Liu Kang has something to really howl about!

5 HIT KOMBAT KOMBO
HP, HP, HK, HK, B+HK

NIGHT WOLF

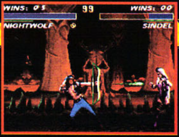
Once employed as a historian and preserver of his people's culture, Nightwolf evoked an ancient magical spell to preserve the sacred land of his ancestors. The protective barrier cannot be broken until Shao Kahn destroys Nightwolf.

AXE UPPERCUT



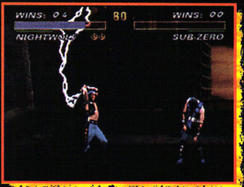
Nightwolf likes a close shave, but he needs practice. Press Down, Down/Forward, Forward and execute a High Punch. Now he can practice his upstroke technique on his foes. Does anyone have a Band-Aid?

ARROW SHOT



Nightwolf's mystical Arrow Shot is an effective projectile attack at any range. Release the power of Nightwolf's ancient ancestors by tapping Down, Down/Back, Back and delivering a Low Punch.

FATALITY



Now you're fighting with power! Nightwolf gets a charge out of pulling off this lightning fast Fatality. Stand back from your defeated opponent and press Back, Back, Down and tap the High Punch Button. If you stand within leg sweep range of your enemy, lightning won't strike.

3 HIT KOMBAT KOMBO

HK, HK, B+HK

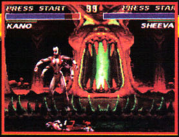
7 HIT KOMBAT KOMBO

LK, HP, HP, LP, AXE UPPERCUT, WALK IN AXE UPPERCUT, JUMP KICK

SHEEVA

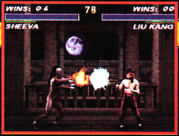
Shokans are a proud race that produced warriors Goro and Kintaro. While Sheeva was chosen as Queen Sindel's bodyguard, she distrusts the emperor. Shao Kahn promoted Motaro as his top lieutenant, and Centaurians are natural enemies of the Shokan.

MEGA STOMP



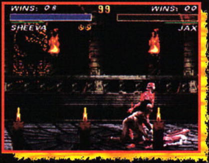
Sheeva likes to drop in and leave a lasting impression. Move near your opponent and press Down and then Up. Ouch! Now your foe knows how a doormat feels. It's a good thing Sheeva's been on a diet!

FIREBALL



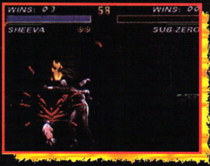
Sheeva has a burning desire to heat up all her victims. Activate her projectile attack by pressing Down, Down/Forward, Forward and executing a High Punch. Repeat the move until your foe begins to sweat.

FATALITY



Don't let Sheeva under your skin or she'll leave you peeling...er, feeling pretty ugly. While your foe is stunned, hold down the High Kick button and press Forward, Back, Forward, Forward and release the High Kick button.

FATALITY



Witness the power and might of Sheeva, the Shokan piledriver! Sheeva is fresh out of logs and telephone poles, so this pathetic human will have to suffice. Tap Forward, Down, Down, Forward and start the show with a Low Punch.

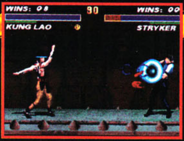
7 HIT KOMBAT KOMBO

HP, HP, LP, HK, HK, LK, B+HK

KUNG LAO

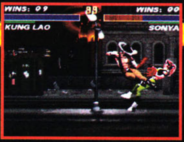
A member of the Shaolin monastic order, Kung Lao returned from the Outworld and Mortal Kombat II to join Lui Kang in training a new generation of followers. Their plans were interrupted by the arrival of Shao Kahn's forces.

HAT THROW



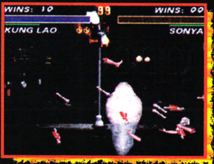
Everyone knows when Kung Lao throws his hat in the ring, that they should have enough sense to stay out of his way. Cut to the chase by pressing Back, Forward and executing a Low Punch.

DIVE KICK



Kung Lao's flying Dive Kick is a great opener for a combination attack. While in midair simultaneously press Down and High Kick. Now follow up with a quick series of blows.

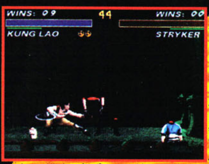
FATALITY



This dizzying move transforms Kung Lao into a whirling dervish of doom! Press the Run and Block Buttons simultaneously twice and tap Down on the Control Pad. Execute this food processor fatality from any location on the screen.

FATALITY

All the Emperor's horses, all the Emperor's men couldn't put Shao Kahn back together again! This is no fairy tale fatality, tap Forward, Forward, Back, Down and launch a High Punch one step away from your defeated enemy.



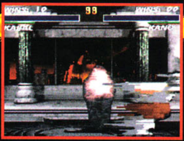
7 HIT KOMBAT KOMBO

HP, LP, HP, LP, LK, LK, B+HK

KABAL

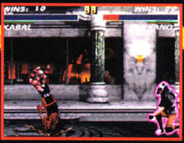
Rumors persist that Kabal's features were mutilated while fleeing an attack by Shao Kahn's death squads. The faceless warrior is kept alive by an artificial respirator and the desire for revenge. Kabal vows not to rest until Shao Kahn's forces are destroyed.

TORNADO SPIN

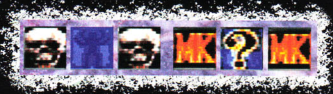


Take the initiative and render your foes completely helpless with the Tornado Spin! When you press Back, Forward and tap Low Kick, Kabal speeds by your foes so fast they end up spinning like a top!

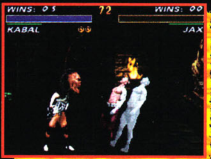
GROUND BLADE



Let your opponent know the true agony of "da" feet with the Ground Blade attack. Press Back three times and Run. The Ground Blade is just one reason your foes will wish they were in your shoes.



FATALITY



There's a very good reason that Kabal wears a mask. Some things were never meant to see the light of day. To pull off this revealing Fatality, press the Run Button once and follow up by tapping the Block Button four times then a high kick.

6 HIT KOMBAT KOMBO

LK, LK, HP, HP, HK, B+HK

9 HIT KOMBAT KOMBO

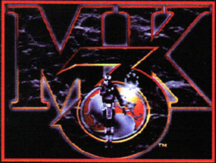
DEEP KICK, TORNADO SPIN, LK, LK, HP, HP, D+HP, JUMP KICK, AIR FIREBALL

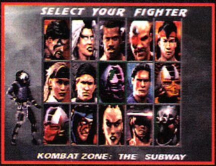
POWER READERS GET AHEAD IN KOMBAT

Did you see the funky Arcade Kodes printed throughout the last eight pages? You thought that was just artwork? The Kodes all work. Enter them in two-player mode and change the way you play. Williams Entertainment gave Nintendo Power Magazine readers their own exclusive Kode. The NP Kode toughens up your energy bar and stops the clock, giving you time to perfect your skills.

SMOKE

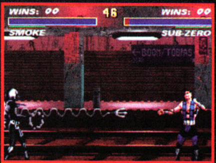
To play as Smoke, Hold Left and the A Button on the copyright screen and wait for it to fade out, then hold Right and the B Button on the Williams Entertainment screen and wait for it to fade out. Finally, hold the X and Y Buttons until the quote fades out. If you did it right, Smoke will appear on the MK3 screen.





SCORPION SPEAR

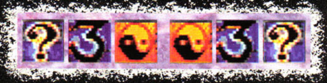
Although he was not included in Mortal Kombat 3, Scorpion's influence lingers in the arenas. Let loose with Scorpion's spear attack by pressing Back, Back and executing a Low Punch. Come here!

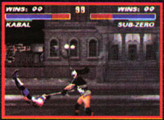


ARCADE KOMBAT KODES

NINTENDO POWER KODE

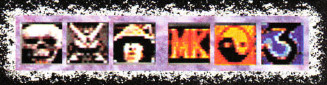
Get tougher with a tough Kombatant Kode! This exclusive Kode is only for readers of Nintendo Power Magazine!

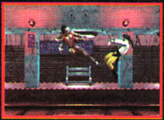




HIDDEN ENERGY BAR

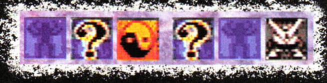
How much life do you have left? How weak is your opponent? Who cares!!! Offer no quarter with this Kode.

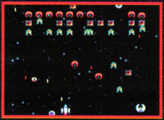




GALAGA?! NO WAY!

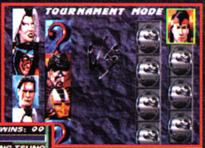
Take a break and enjoy a pseudo-blast from the past! When you're hit, you receive a "toasty" message.

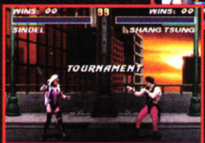




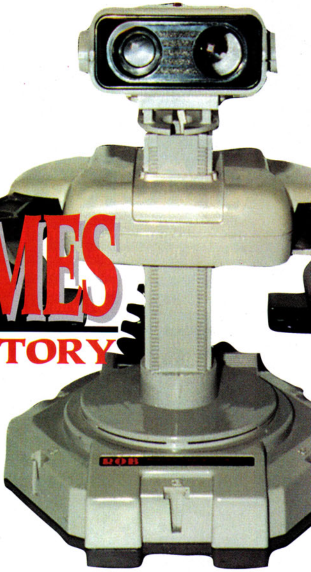
RANDOM VS. MODE

You can pick your friends but you can't pick your Mortal Kombat foes! The Random Vs. Mode tests your fighting skills with all the fighters in the game. Enter the MK3 Vs. Tournament mode by holding the L and R Buttons and pressing Start. Instead of selecting your warriors, hold Up and press the Start Button to initiate the random select feature.





Enter the MK 3 Vs. mode by holding the L and R Buttons and pressing Start on the "Start/Options" screen.



NINTENDO TIMES

TEN YEARS OF NES HISTORY

This fall marks the tenth anniversary of the NES, and we're celebrating by taking a look back at the origin and evolution of the amazing machine that revolutionized video gaming. From a humble gray box came a decade of magical games that enchanted, excited and amused players worldwide. From Super Mario Bros. to Tetris 2, they offered up experiences that could only be found on the NES, the system that would go on to sell more than 36 million units.

In October of 1985, Back to the Future was hot at the box office, The Cosby Show and Family Ties were the talk of television, and Punch-Out!! was sucking up quarters at arcades nationwide. The home video market, in contrast, hadn't just fallen on hard times by the mid-'80s, it had burned out in a colossal blaze, fueled by stacks of lousy games. By the time Nintendo introduced the Nintendo Entertainment System, or NES, in 1985, the company had a hard time, at first, finding anyone who was willing to give it a try.

The NES used the same technology as the Famicom, which had become tremendously popular in Japan. Nintendo knew that the NES was a great product, but it also knew that it would be challenging to get players in North America to try video games again. Players and stores were wary. Both had been burned by Atari's flame out, so Nintendo knew that it had to set the NES apart from the earlier generation of games.

Although the heart of the NES

R.O.B.
WHERE IS HE NOW??

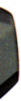
R.O.B. was cool, R.O.B. was hip, but R.O.B. had only two games. After the novelty of Stack-Up and Gyromite wore off, R.O.B. was shoved to the back of the video shelf. Not one to sit and collect dust, R.O.B. has been active in retirement.

1985

R.O.B. cracked the tube when the NES debuted in October of '85. It was only the first prominent role he would play in his life.

1986

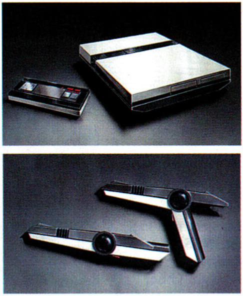
Give the guy a hand! In 1986, R.O.B. helped celebrate the unity of man- and robotkind by being one link in Hands Across America.



was an eight-bit computer, it wasn't intended to serve the same purpose that home computers did. It wasn't for word processing, balancing checkbooks or creating spreadsheets. And, although its primary users were kids, it wasn't a toy either. It was an electronic product meant for entertainment. Thus it was dubbed the Nintendo Entertainment System.

The Famicom, with its red and white casing, looked much like a toy, so it was redesigned for the U.S. market. The first prototypes, designed in the U.S., were sleek, with top-loading Game Paks and wireless components including a light gun, a keyboard and a piano keyboard. Reaction to the system was not good. It was perhaps too sleek, and kids had no interest in the keyboards, which were eliminated. The final design was simple and more box-like than the prototype, but it included two peripherals designed to intrigue players: the Zapper light gun and a Robotic Operating Buddy, R.O.B. for short.

R.O.B. stood all of 9 ½" tall, and he operated with two games, Gyromite and Stack-Up. In Gyromite, R.O.B. balanced spinning gyros on platforms, and in Stack-Up, he stacked up colored blocks to match the on-screen display. He moved back and forth and up and down. That's it. Not exactly exciting stuff by today's standards. But he did look cool, and he even came with custom shades (a glare guard, actually).



The early designs for the NES were sleek and cordless. The infrared components, it turned out, didn't work when moved around during game play.

The NES, with R.O.B. and the Zapper, launched in New York City with a library of 17 games, including Baseball, Clu Clu Land, Donkey Kong Jr. Math, Duck Hunt, Excitebike, Golf, Gyromite, Hogan's Alley, Ice Climber, Kung Fu, Mach Rider, Pinball, Stack-Up, Super Mario Bros., Tennis, 10-Yard Fight and Wrecking Crew. From there, sales moved to Los Angeles the following February, and by September of '86, they went national. The phenomenon had begun.

In September of 1987, Nintendo upped the play value of the system

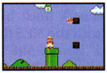
1988
NINTENDO POWER'S
TOP 10

The list of NES games was already long when NP's first Top 10 list printed in July, 1988. Players, pros and retail dealers all voted for the best plays of the day.

1. THE LEGEND OF ZELDA

2. MIKE TYSON'S PUNCH-OUT!!

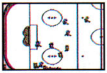
3. METROID



4. SUPER MARIO BROS.

5. KID ICARUS

6. R.C. PRO-AM



7. ICE HOCKEY

8. RAD RACER

9. TOP GUN

10. DOUBLE DRIBBLE

1987

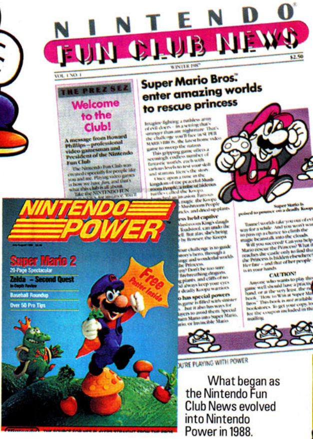
R.O.B. landed on the moon for an ultra secret mission in 1987. Do moon-dust bunnies exist? Only R.O.B. knows, and he's not telling.

1988

In 1988, cyber-hunk R.O.B. modeled for the MTV award statuette. He was immediately mobbed by bleached blondes in bustiers.

1989

Freedom rings in East Berlin. R.O.B. was one of the first to scale the Berlin Wall as it came down, brick by brick.


NINTENDO®

FUN CLUB NEWS

WINTER 1987

VOL. 1 NO. 1

$2.50

THE PREZ SEZ

Welcome to the Club!

A message from Howard Phillips—professional video gamesman and President of the Nintendo Fun Club

Super Mario Bros.™ enter amazing worlds to rescue princess

Super Mario is poised to pounce on a deadly Koopa.

CAUTION!

YOU'RE PLAYING WITH POWER

What began as the Nintendo Fun Club News evolved into Nintendo Power in 1988.

by packing Super Mario Brothers in with the NES. Players had gotten to know Mario in the arcade, but it wasn't until he went home with the NES that he became a household name. That's when beating Bowser became a global goal, and the Minus World became part of almost every kid's vocabulary. With his bro, Luigi, Mario showed players just how fun an action game could be, and along the way, he became more popular than even Mickey Mouse.

Mario was, of course, the main man, and he would go on to star in two more NES titles, including Super Mario Bros. 3, the biggest-selling video game of all time. He also had cameo roles in a number of other NES games, including Dr. Mario and NES Open Tournament Golf. Other characters made names for themselves on the NES, too, though. The Legend of Zelda, released in July of '87, introduced Link and the ever-kidnapped Princess Zelda, and the following month, Samus Aran, the first heroine for the NES, revealed her identity in Metroid. Both games became classics in their own rights, spawning sequels on the NES and later on Game Boy and the Super NES.

STACK-UP
ENTERTAINMENT SYSTEM
Nintendo

R.O.B.'s Stack-Up game came complete with a set of colored blocks and a new, custom pair of robot hands especially made for stacking.

Out of the popularity of the NES grew the Nintendo Fun Club, which included a newsletter that was first printed in 1987. It was produced quarterly, and soon there were two and a half million members, all screaming for even more codes and tricks. Nintendo decided that players needed something bigger, a magazine packed with secret tips, winning strategies and full-color maps, a magazine that would help players get the most from their games. The result: Nintendo Power. The first issue, printed in July, 1988, was sent free to all Fun Club members, and more than a million of them paid to become regular subscribers to what was, in the beginning, a bi-monthly magazine. Nintendo Power went monthly in January, 1991, featuring all of the best games made for the NES. Kid Icarus. Metroid. Mega Man.

R.O.B., the real "Scud Stud" of Desert Storm, braved incoming missiles to get the live story and scoop the wimps who took shelter.

Also in 1991, R.O.B. earned some extra cash working as a body double for the T-1000 in T2: Judgment Day. Hard work, but he'll be baaack.

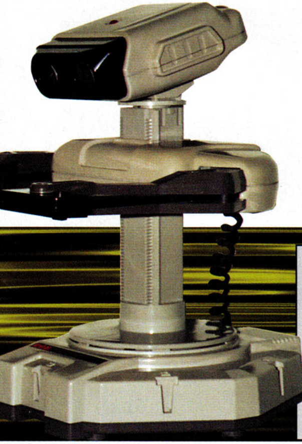
1994
Woodstock or bust

Flower Power! Peace-child R.O.B. thumbed a ride to Woodstock II to experience the anniversary event, mud and all. Far out.

Mario and Luigi made names for themselves in their arcade game, but they didn't become true video superstars until they hit the NES. By the time Super Mario Bros. 3, the biggest-selling video game of all time, came out, Mario could fly, swim in a frog suit, and hide using a Tanooki Suit.

Castlevania. Zelda II. Ninja Gaiden. Double Dragon. Adventure Island. Battletoads. Blaster Master. Bomberman. Contra. Dragon Warrior. Final Fantasy. Ghosts 'n' Goblins. Adventures of Lolo. Tecmo Super Bowl. Punch-Out!! Rad Racer. R.C. Pro-Am. Ice Hockey. All of them have been in the spotlight on the pages of Nintendo Power. All became NES classics.

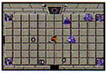
The NES, for all the years of powerful fun it served up, gave way to new generations of both players and systems. It's no surprise, though, that players who moved on to the Super NES still go back to play their favorite classics on the NES. For one more shot at Bowser. One more trip through Hyrule. One more battle with the Mother Brain. They may be eight-bit, but they're still gaming at its best. It's the games themselves—not the graphics, not the music, not the pure processing power—that *make* the fun. And the NES made it *all* happen.



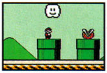
1994

NINTENDO POWER'S TOP 10

More than 600 NES games were out by late 1994, but new games were few and far between. NP dropped NES from the Top20. The final list ran in December '94.



1. THE LEGEND OF ZELDA



1. SUPER MARIO BROS. 3

3. MEGA MAN VI

4. METROID

5. NES OPEN TOURNAMENT GOLF

6. ZELDA II: THE ADVENTURE OF LINK

7. DR. MARIO

8. FINAL FANTASY

9. NINTENDO WORLD CUP

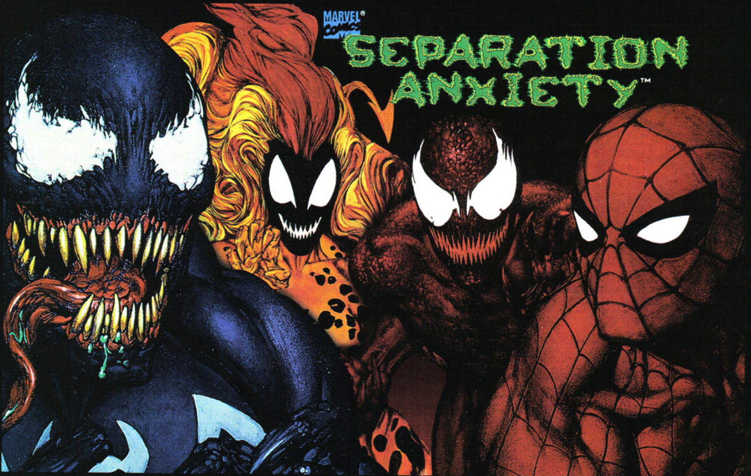
10. BASEBALL STARS

1995

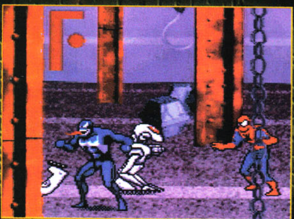
R.O.B. was on the ball as towel boy for "Countdown" Cal Ripken Jr. as he set a Major League record for consecutive games played.

1996

What's next? As the world watches, he'll roll into the stadium next summer in Atlanta, torch ablaze, to light the Olympic Flame.



An Unholy Alliance

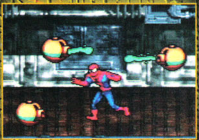


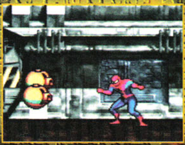
Acclaim's long-standing relationship with Marvel's Spider-Man continues with the debut of Separation Anxiety, a two-player fighter for the Super NES. This time out, Spidey finds himself in a pact with his dark nemesis, Venom. Although the unlikeliest of allies, they must work as a team (aided occasionally by other Marvel heroes) to prevent the sinister Life Foundation from unleashing Venom's five symbiotes in a wave of world-wide terror. Thirteen levels of nonstop action and five special trap rooms await the duo, taking them from dark city streets to the Foundation's very core. Along the way they'll face thugs, droids, foot soldiers, a five-member mercenary force known as the Jury, and the dreaded symbiotes themselves.

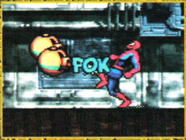
Venom®, Spider-Man® and all other Marvel Characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. 1995 Marvel Entertainment Group, Inc. All rights reserved.

Smash 'n Dash

While Spidey and Venom are best known for their web-spinning and wall-crawling skills, in Separation Anxiety it's their hand-to-hand fighting abilities that are tested to the max. But if you follow a simple strategy, brawling will be a breeze. As enemies begin surrounding you, move straight up and down, which will cause the villains to line up in a row on one side of the screen. Keep moving up and down, bopping baddies one at a time as they cross your path. This technique may seem a little awkward at first, but trust us it's better than becoming a Spidey sandwich.

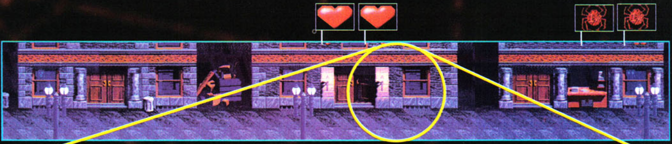






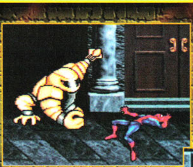
The Mean Streets

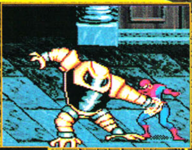
Spidey and Venom begin the mission on the dimly lit streets of Manhattan, facing off against the Life Foundation's hired thugs. While most of these goons are no match for the duo, the head bangers at the end of the level can whip the pair into shape.

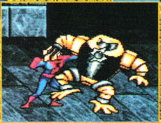


First Verdict

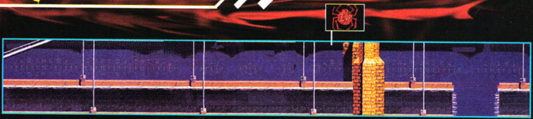
Your first trial with a Jury member will be very short if you move quickly. Land a few swift punches to the clunky chump and back away before he moves his spinning fist in for the kill. This junk heap also likes to slam his hand on the ground, causing major damage even if you're not nearby. Avoid the grand slam by either jumping or wall crawling just don't get caught with your feet on the street.







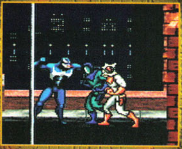
Up the River

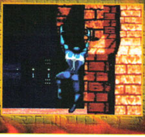


High above one of New York City's waterways, Venom and Spider-Man must race across a run-down bridge to draw ever closer to their enemy's headquarters. As they forge their way ahead, they must battle Life Foundation foot soldiers, who are stronger and better armed than the thugs they defeated earlier. Our heroes will also have to watch for large gaps in the bridge that make web-swinging the only way to continue.

Hidden 1-Up

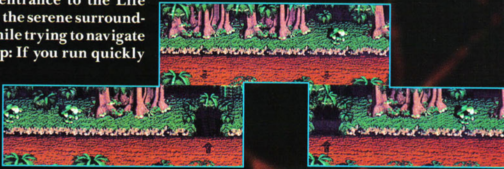
As you near the first archway, the word "GO" and a yellow arrow will appear, prodding you to move along. Instead of rushing ahead or swinging through, take only small steps forward until a pack of foot soldiers arrives. Once you've defeated the troops, walk up to the far side of the road and then to the right until you're hidden behind the archway. Now jump up to reach the 1-up icon overhead.





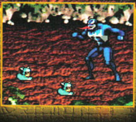
Forest Route

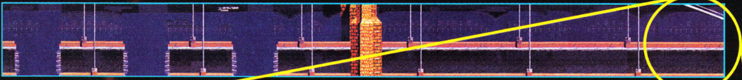
Moving beyond the dingy confines of the city, our heroes seek out the entrance to the Life Foundation in the deep forest. Despite the serene surroundings, the duo faces legions of troops while trying to navigate a route through the woods. A quick tip: If you run quickly into the passageways, you'll have fewer soldiers to fight.



Power-Ups Abound

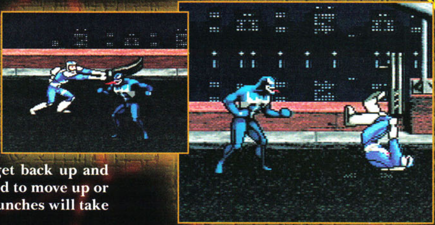
At first glance, the lowest area of this stage may appear to be a pointless dead end. But if you stick around and defeat all the soldiers who cross your path, you'll earn a couple of 1-ups and two Captain America icons. It's too bad that there's no time to celebrate. Get back on track and finish the level.

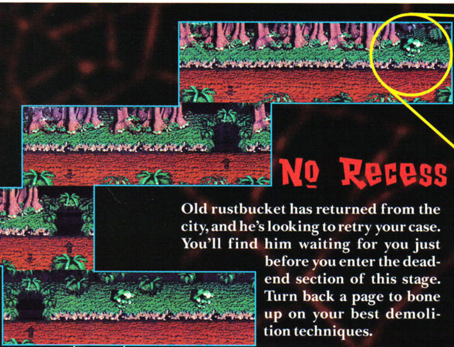




Trial by Fire

This juryman wields major firepower, and if you keep your distance, you'll be riddled with bullets. The trick to beating him is to stay close. While remaining outside the line of fire, close in on him. When he moves in to meet you, whale away. He'll quickly get back up and wield his rifle like a club, so you'll need to move up or down to avoid his blows. A few more punches will take him out.



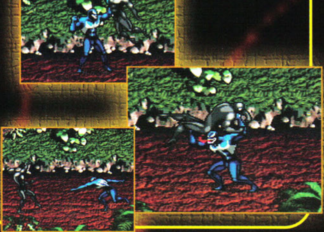


No Recess

Old rustbucket has returned from the city, and he's looking to retry your case. You'll find him waiting for you just before you enter the dead-end section of this stage. Turn back a page to bone up on your best demolition techniques.

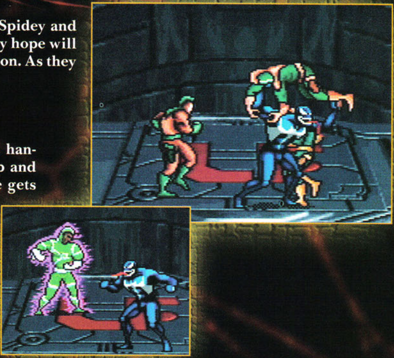
The Offspring

This symbiote may have inherited Venom's fashion sense, but he's no match for the big guy. Just move up and down until he comes to you, then pick him up and toss him. If you try to pummel him, he'll simply roll away and then spring back with a swift kick. Once he's defeated, you will be whisked away to a trap room.



Dire Descent

Having escaped the trap room, Spidey and Venom discover an elevator that they hope will lead them closer to the heart of the Life Foundation. As they descend, they face a platoon of guards.

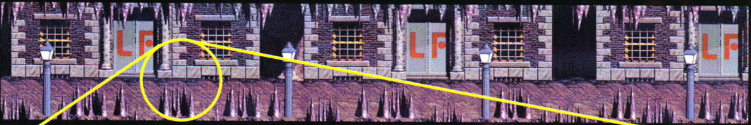


Lower Court

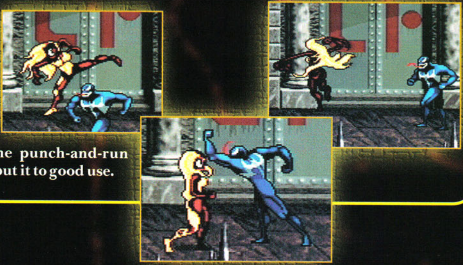
A high-voltage adversary, this juryman must be handled carefully. Again, the strategy is to move up and down while letting him come to you. When he gets close, throw a few punches then move away quickly before he turns on the juice. Also, watch for his ground-slamming fist. You'll have to make a well-timed jump to avoid damage.

The Underground

You've reached the Foundation's subterranean city, where henchmen are just waiting to halt your progress. Even if you defeat them all, they'll have the last laugh: A trap room awaits.



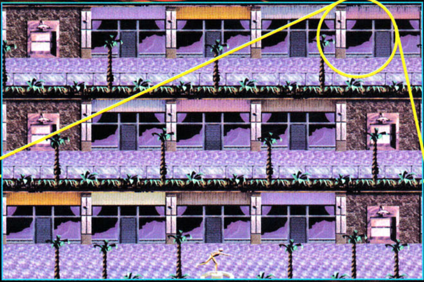
Whip Lass



This female symbiote looks a lot like Carnage, and unfortunately for you, she can cause just as many headaches. You'd better avoid her special kicks and whipping spin attack or you'll find yourself flat on your back. By now, you should be an expert in the punch-and-run method. We strongly suggest that you put it to good use.

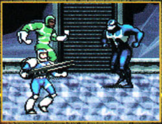
Mall Mayhem

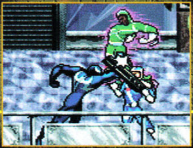
How Spidey and Venom ended up in a mall is a mystery, but you can bet that they'll have no time for shopping. While the first two floors are aswarm with soldiers, the third floor features a squad of marksmen, best avoided by wall-crawling your way to the right.

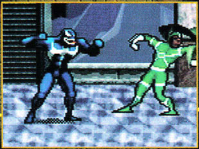


Split Decision

The jurymen that you faced on the bridge and the elevator have come back as a tag team, so you're going to have to work fast to finish them off. To win this battle, use the same strategies that worked before, and take out the rifleman first.

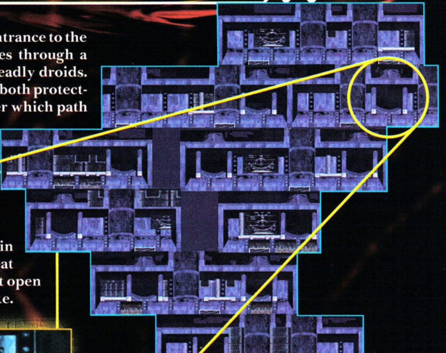






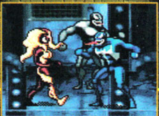
Let off Steam

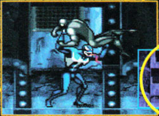
Trying to find a secret entrance to the enemy's lair, the duo races through a maze of vents guarded by deadly droids. Unlike other stages, this one has two exits, both protected by a roving pair of symbiotes. No matter which path you choose, a trip to a trap room is inevitable.



Double Trouble

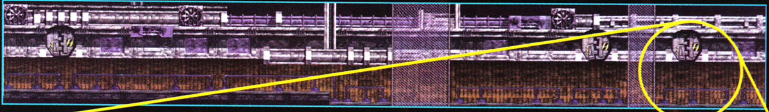
You've beat 'em before now beat 'em again using the same techniques. Be sure to defeat the female symbiote first so that you're not open to attack when tossing the Venom look-alike.





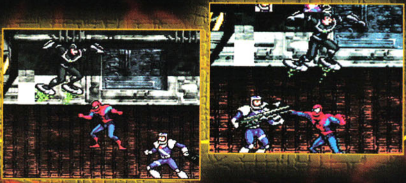
The Foundation

The web-slingers have finally located a way into Foundation headquarters. This stage is fraught with mechanical menaces that cough up plenty of Power-ups and Hawkeye icons when you defeat them. Be sure to save your arrow aficionado until you face the Jury.



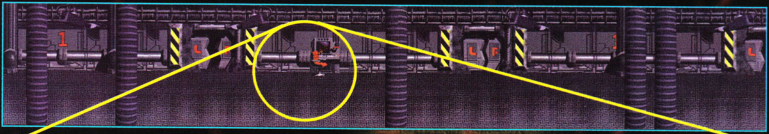
Higher Court

These high-flying jurymen pose the most challenging threat our heroes have faced thus far. Do your best to avoid them when they're in the air, and take on the rifleman first. If you still have your Hawkeye icons, you should use them now.



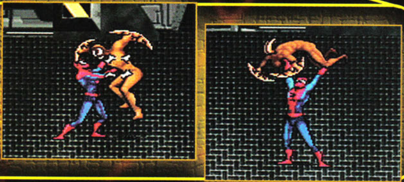
In Security

The Security Zone is a thumb-numbing test of Spidey and Venom's stamina. Waves of droids and soldiers offer players little relief, and visual obstructions just make things worse. If you survive the onslaught, a trap room with a 1-up and a heart is next.



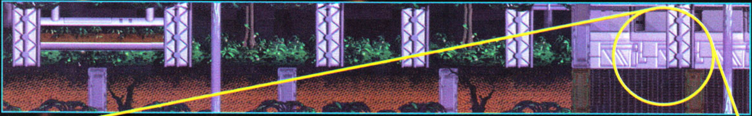
Slice 'n Dice

This somersaulting symbiote can easily slice you to ribbons if you don't employ a special strategy. Move up and down until he comes in close, then either pummel or toss him as fast as you can. Repeat this process until his life meter runs dry.

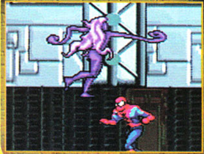


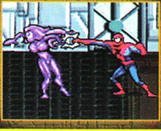
The Hot House

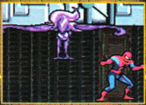
From the looks of this greenhouse, the Life Foundation has been conducting diabolical experiments on plants as well as on Venom. Collect Ghost Rider and Daredevil icons to help you weed out the grenade-tossing soldiers and dangerous droids.



Hit & Run



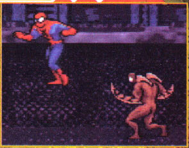


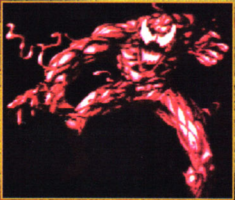


This symbiote is no shrinking violet. While our proven method of attack works well, her jumping and split-kicking abilities call for a special warning: After she closes in and you've thrown some punches, don't back away or she's sure to connect with a kick. Instead, just move up or down.

The End?

Spider-Man and Venom have fought bravely through ten grueling levels, but their ultimate goal remains elusive. Before they face their final trial, they'll have to battle it out with droids and jurymen in a hi-tech warehouse, escape another trap room, take on a lizard-like symbiote in a second security zone, and finish off four judges and all of the symbiotes in the very heart of the Life Foundation. Only then will the beleaguered heroes face their greatest challenge: destroying the terrorists' finest warrior, Carnage.





THE SPORTS SCENE

WINNING '96 SEQUELS

Muddy Fields

One of the best things about my job is playing and reviewing upcoming sports games, especially the good ones. Occasionally I hit a few bench warmers. You've seen them, sports sequels with updated rosters a new title screen and no innovations or new features. But this month's Sport Scene is packed with a sweet selection of innovative games, and I do mean SWEET. With EA kicking out FIFA '96 and NHL '96, you don't have to pay me to play these hot hits. Then there's Madden '96 and Tecmo Super Bowl: Final Edition—no fumbled or dropped balls here. Be sure to flip back to the exclusive feature on Emmitt Smith. Read about Smith's favorite custom plays in Emmitt Smith Football by JVC. Oops. Halftime's over. Gotta get back in the game.

MADDEN 96 PG. 34

It's a new NFL Season and time for the latest John Madden football sequel from EA Sports. Is this Pak super bowl bound? Flip to page 34 and find out.

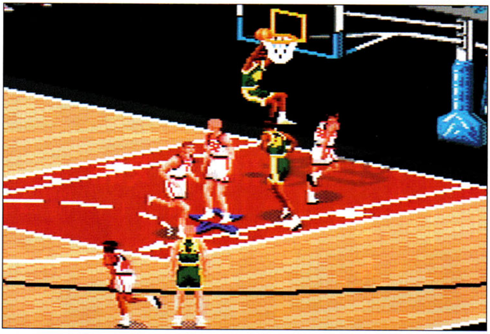
COOLEST YET PG. 36

Get ready for the best hockey game in video game history. Sound just a little too good to be true? That's what we thought until we popped in NHL '96!

FIFA FEVER PG. 38

FIFA International Soccer has long been considered the standard by which other soccer games are measured. FIFA '96 raises those expectations another notch.

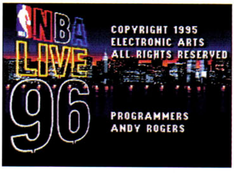
IT'S A SLAM DUNK!!



By Electronic Arts

Lace up your high tops! Electronic Arts is back with the latest in the NBA Live series: **NBA Live '96**. The star-studded, battery-backed game features all 29 NBA teams, including the Vancouver Grizzlies and the Toronto Raptors, two All Star Teams and four custom teams. NBA Live '96 lets you relive all of last year's NBA season, take the Seattle Sonics through an 82-game season and watch them choke in the playoffs (no wonder they changed their name and logo). The NBA endorses NBA '96, which includes the new and official team logos. This sequel emphasizes basketball over super stardom. While you still get the big names, the pro photos seen prior to opening tip-off in Live '95 are gone. The pointing and taunting after slam dunks have also disappeared. The players in Live '96 are here to play. And there are other major improvements. The annoying left backboard is now transparent plexiglass. Now you can catch every slam and jam at both ends of the court, or use the instant replay option to review the action you didn't see the first time. Now you know the difference between the home games and the road trips. Every forum, arena and stadium is distinctive in color and design. NBA '96 gets the

> **"...take the Seattle Sonics through an 82-game season and watch them choke in the playoffs."**



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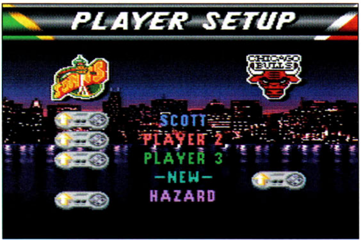
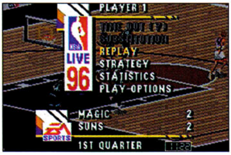
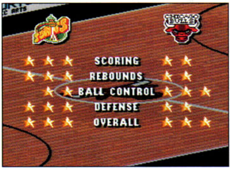
PROGRAMMERS
ANDY ROGERS

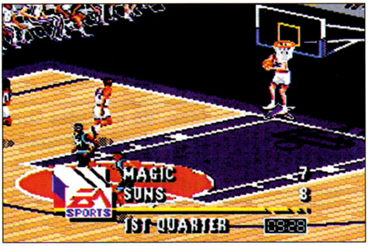
ALL NBA TEAMS AND PLAYERS


PLAYER SETUP
SONICS
CHICAGO BULLS
SCOTT
PLAYER 2
PLAYER 3
-NEW-
HAZARD


PLAYER 1
TIME OUT (3)
SUBSTITUTION
REPLAY
STRATEGY
STATISTICS
PLAY-OPTIONS
NBA LIVE 96
MAGIC 2
SUNS 2
EA SPORTS
1ST QUARTER 11:22

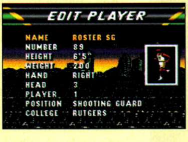
crowd in the game when you step to the line for free throws. The visiting team is confronted with screaming, waving fans surrounding the backboard. Chants and pounding feet reverberate throughout the arena as you dribble the length of the court, but the obnoxious fan with the referee whistle in Live '95 had his season ticket revoked in '96. You can hear the individual voices and shouts as you launch yourself skyward toward the rim. The '96 pros sprint faster and more naturally in smooth frames of animation. The computer A.I. is meaner and tougher than its '95 predecessor. You can't trick it with flashy passing like you can human opponents, but you can turn over the ball by mixing up your defensive strategies and pressure. Every third quarter features a sports trivia question (the answer is revealed during the fourth quarter). A custom rule option lets you set up the rules of the game the way you like them, even if you want to make the change in the middle of a match up. Live '96 also has a multi-player option, allowing as many as five players to square off simultaneously (watch the elbows). We were hard pressed to find any shortcomings in the game. Charles Barkley and Michael Jordan were the only two players absent from Live '96's roster. This is probably because of contractual agreements with other video game companies. If you play basketball or simply enjoy watching the sport, this game is definitely worth checking out.


SONICS
CHICAGO BULLS
SCORING
REBOUNDS
BALL CONTROL
DEFENSE
OVERALL

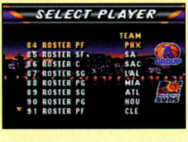

MAGIC 7
SUNS 8
EA SPORTS
1ST QUARTER 09:28

YOU'RE IN THE GAME

If you've played any recent EA release, you've probably heard the "It's in the game" introduction a thousand times. NBA Live '96 adds a twist on the phrase and places you at center court! A new option allows you to slam dunk your basketball in the comfort of your own living room or den without breaking the furniture. Select "Roster Setup" at the main menu and edit one of 23 players in the menu. Add your name, pick your favorite jersey number, and input stats, including height, weight, (don't lie!) appearance, position and college. You can select from over 130 different universities, and all the big name alma maters are represented. If you don't like the team you're playing for, select the Trade option and dump the losers. Now, if you can just get a company to endorse your personal line of sportswear...

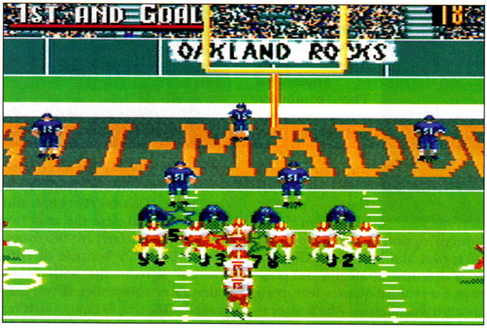

EDIT PLAYER

NAME ROSTER SG
NUMBER 89
HEIGHT 6'5"
WEIGHT 200
HAND RIGHT
HEAD 3
PLAYER 1
POSITION SHOOTING GUARD
COLLEGE RUTGERS


SELECT PLAYER

	TEAM
84 ROSTER PF	PHX
85 ROSTER SF	SA
86 ROSTER C	SAC
87 ROSTER SG	LAL
88 ROSTER PG	MIA
89 ROSTER SG	ATL
90 ROSTER PG	HOU
91 ROSTER PF	CLE

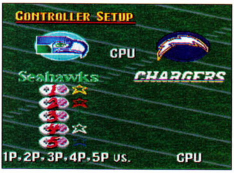
MADDEN'S BACK!!

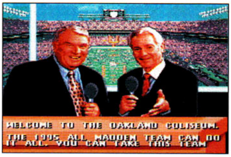


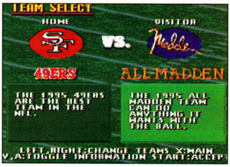
By Electronic Arts

Since November of 1991, Electronic Arts has produced the successful Madden Football series for the Super NES. The battery-backed **Madden '96** is the seventh descendant in the long and prosperous geneology of football games. The series is recognized as a football strategist's heaven on earth and is packed with an extensive variety of plays, tons of options, intricate details and an emphasis on strategy. While football fanatics usually run out and buy anything with an NFL or Players, Inc., logo, discriminating video game fans usually wait to see if a sequel sports game has major enhancements over its predecessors. What makes this game different from Madden '95? Madden '96 includes the two feline football expansion teams, the Panthers and the Jaguars, and it has no teams from Los Angeles. Pass plays are revised to employ the L and R Buttons, and now you can throw to five different receivers instead of three using the usual A Button, B Button, Y Button commands. Larger letters designating receivers make it easier for the quarterback to read the field and unload the ball without getting sacked. Game fans still view fifty yards at a time downfield, but Madden '96 now uses a form of scaling on the gridiron. Football players shrink in size as they run down the field or loom larger as they charge to sack. John Madden is teamed up with smiling Pat Summerall for game commentary. Player photos are highlighted after any big play (you see Summerall's mug if the pro's picture didn't make it into the game). Dazzle your opponent with new calls from the updated play book. The instruction manual touts a selection of over thirty different stadiums, but observant gamers might conclude that the architecture is all suspiciously similar, especially when playing indoors. A long list of sponsors precedes the options screen, so starting the game up can take a minute. The endorsements get annoying quickly, and pressing the Start button won't speed up the process when you turn on the game. (Big Hint: you won't have to endure the endless credits if you turn on the power then immediately hit the Reset Button and press the Start Button on your Control Pad until the option screen appears.) Madden '96 is stacked with options to customize the game to your individual style of play. Is Madden '96 innovative enough to score in the end zone of your entertainment center? The final call is up to you.

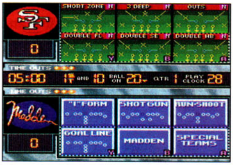
> **"Madden '96 includes the two feline football expansion teams, the Panthers and the Jaguars."**




WELCOME TO THE OAKLAND COLISEUM.
THE 1995 ALL MADDEN TEAM CAN DO IT ALL. YOU CAN TAKE THIS TEAM



THE 1995 49ERS ARE THE BEST TEAM IN THE NFL.
THE 1995 ALL MADDEN TEAM CAN DO ANYTHING IT WANTS WITH THE BALL.
LEFT, RIGHT:CHANGE TEAMS X:MAIN
Y,A:TOGGLE INFORMATION START:ACCEPT

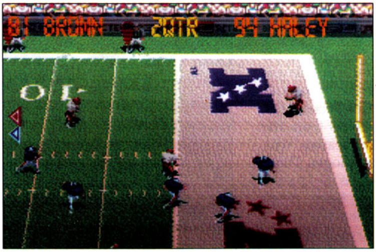


THE FINAL TECMO SUPER BOWL?

By Tecmo

Tecmo Super Bowl III: The Final Edition is the third football game produced by Tecmo for Nintendo football fans. If Madden football games offer strategy, Tecmo football games satisfy a player's need for instantaneous and extreme gridiron action. This is an arcade football game packed with bullet passes, explosive rushes and teeth jarring tackles. The linesmen don't just block or tackle, they slug it out with the opposing side. If your adrenaline isn't pumping after four downs, you'd better check your pulse. Tecmo Super Bowl III is endorsed by the National Football League and Players, Inc., which means that all of the authentic logos, player names and numbers are included in the game. Choose from three modes of play: Pre-Season, Season and Pro-Bowl. A battery back-up tracks your progress throughout the 17-week season. Died-in-wool Tecmo fans aren't overwhelmed by the small details of other football games: it's impossible to jump off sides, there are only 16 offensive plays to choose from and you have a decade or two to pick your defensive strategy. Watch the action unfold from a sideline perspective, 25 yards at a time. Eligible receivers off the screen are designated by arrows, but you won't have a clue about the defensive coverage around the receiver. (Hint: watch how the defense lines up prior to snapping the ball.) Don't be surprised if you throw a few interceptions. Cinematic action highlights key plays and spotlights outstanding accomplishments, but the animation is generic—the name won't match the face of the player on the screen. The emphasis in this game is not on the details, but on the fun. While simple to play, Tecmo Super Bowl III does have enough customized features to meet the demands of football enthusiasts. Confounded by a quarterback controversy? Customize your plays and divide up the duties between your talented prospects. Assign your quicker QB to the run and shoot and use the best arm in shotgun formations. If you don't like the 16 plays in your play books, tear up the pages and revise your plans. Slap glue on your hands by turning off the fumble option. Final Edition includes a Super Star Editor, letting you create players or even put yourself in the game on your favorite team. Weekly status reports track every yard covered by all the NFL players in the league. As a final added bonus, the finishing touches were made to Tecmo Super Bowl III before the Rams left for St. Louis, so this could be the only new football game with a team representing Los Angeles. If you've played and enjoyed Tecmo Super Bowl on the NES or Super NES, Final Edition employs many of the same design elements to ensure hours of fun. Just make sure you have a few weeks of spare time.

> **"The linesmen don't just block or tackle, they slug it out with the opposing side."**


81 BROWN
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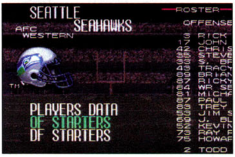
SEATTLE
SEAHAWKS
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3 RICK
17 JOHN
42 CHRIS
35 STEVE
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89 BRIAN
87 RICKY
84 WR SE
81 MICHA
87 PAUL
83 TREY
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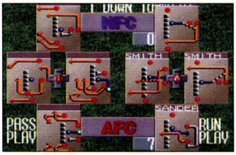
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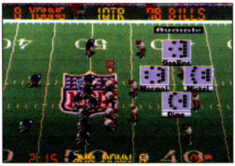
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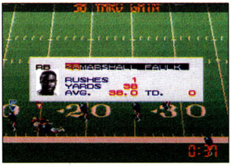
RB
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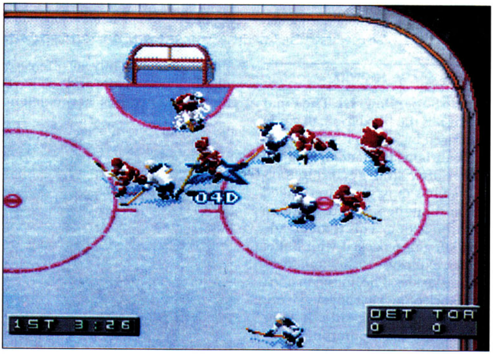
NHL '96 REVOLUTION

By Electronic Arts


04D
1ST 3:26
DET TOR
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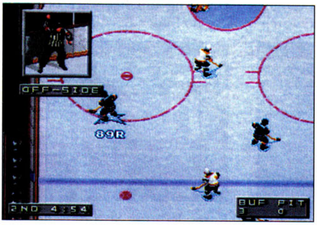
Since Ice Hockey for the NES was released in March of 1988, hockey fans have spent hard earned money searching for the best game off the ice. The quest is over. **NHL '96** for the Super NES is the Stanley Cup and grail of all hockey video games. This game doesn't just light up the goal light, it burns the boards and sets the ice on fire. NHL '96 has it all. The NHL and NHLPA licensed Pak includes all the players from the entire 1995 NHL season with updated official team logos. This is your last chance play as the Quebec Nordics (if you've been living under a rock, the team moved to Denver). And get ready for new innovations. While hockey veterans might remember few changes between NHL '94 and NHL '95, EA's latest hockey cartridge is a quantum leap beyond its predecessors. The realistic graphics and sounds are incredible. Ice rink surface textures look so real they make you shiver. New sound samples announce face-offs, penalties and end of play. An echo effect replicates arena acoustics. A feature you'll quickly recognize if you've been to a real NHL game. Getting trounced by the computer player? Select an easier skill level or learn a new techique. New moves include fake shots, drop passes, the dizzying 360 spin-o-rama, quick stops or the all-time favorite, check-your-victim off the ice. If that makes you mad, drop the stick, throw off the gloves and duke it out in the fight option. Nailing the puck between the posts is tougher because of the enhanced A.I. The cart also features an option that places you in the middle of the action, even if you skate like Bambi. You can create your own hockey personae to add to your favorite NHL roster. Unlike some sports games that make minor improvements and update player statistics, NHL '96 exceeds the expectations of the most jaded video game enthusiasts. Game on!

> **"NHL '96 for the Super NES is the Stanley Cup and grail of all hockey video games."**


OFF-SIDE
89R
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BUF PIT
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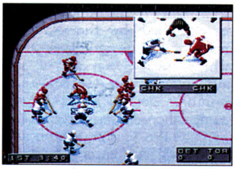
CHK CHK
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DET TOR
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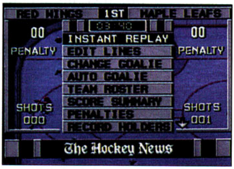
RED WINGS
1ST
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00
PENALTY
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EDIT LINES
CHANGE GOALIE
AUTO GOALIE
TEAM ROSTER
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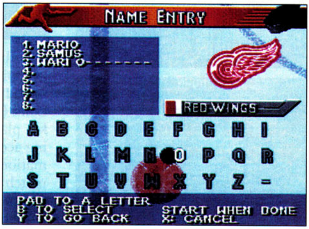
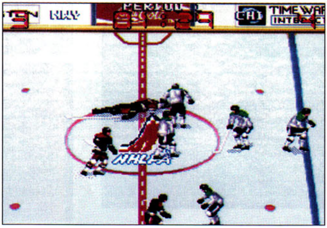
The Hockey News


NAME ENTRY
1. MARIO
2. SAMUS
3. WARI O
4.
5.
6.
7.
8.
RED WINGS
A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z -
PAD TO A LETTER
B TO SELECT
Y TO GO BACK
START WHEN DONE
X: CANCEL

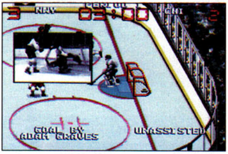
GREAT ONE OR RE-RUN?

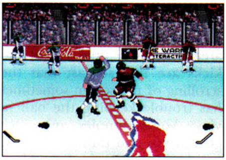
By Time Warner Interactive

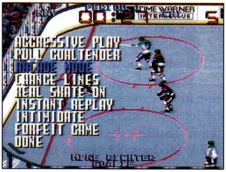


Since 1979, Wayne Gretzky has been recognized as "the great one," winning ten Art Ross Trophies and the title of the NHL's all-time goal scorer. Time Warner's **Wayne Gretzky and the NHLPA All Stars** is a tribute to the hockey legend's accomplishments. This is the only Super NES hockey game to feature full motion video. The video highlights reproduce a rinkside version of an instant replay, complete with analyst commentary and crowd noise. All the players and statistics from the 1994-95 hockey season are included in this battery-backed pak. Play exhibition games, an all star open tournament, or guide your favorite team through an 84-game season. While the NHL is not associated with this game (no authentic team logos), there are 26 professional clubs to edit and rename, including a new team from Denver. If you don't like your team colors, edit the player jerseys to suit your taste. Exhibition and tournament modes feature an additional six national teams from Europe and North America. A handy arrow cursor informs you of the exact location of a loose puck, and the player's name appears when they have possession. If the going gets too tough, select from one of three levels of difficulty or fight it out. By selecting the intimidate option, you can start fights during a match up. NHLPA All Star's arcade fight mode is not like organized hockey games the first player knocked down goes to the penalty box while the victor continues to skate on the ice. Select the simulation option to send both brawlers into penalty boxes. Gretzky fans will be thrilled to see Wayne's mug on every game menu screen. Is this game a winner? Does it ignite the goal lamp or merely glance off the posts? If you're collecting sports games and Gretzky is a god in your book, go for it. Otherwise, Power favors NHL '96 to win this year's Stanley Cup.

> **"...highlights reproduce a rinkside version of instant replay, complete with analyst commentary"**

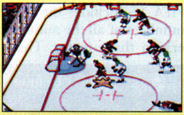


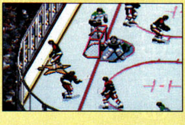




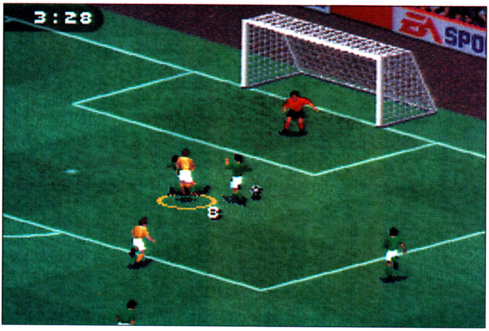
PASSING THE PACK

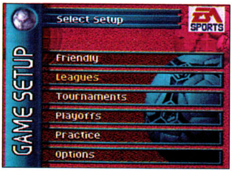
While unassisted goals look cooler than ice shavings, the odds of getting the puck between the posts in one-on-one situations are slim. Turn the statistics in your favor by passing the puck in front of the net before you shoot. Avoid the defense and maintain possession of the puck while the rest of your players move inside the blue line. Once the center, left and right wings are in front of the net, start passing. Frequent passing can confuse the goalie and set your team up for the winning shot. Just remember: this strategy works against you as well as it does for you.

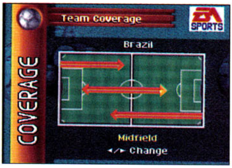


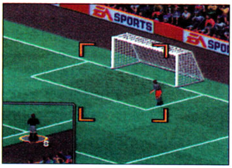


FIFA '96 SERIOUSLY KICKS





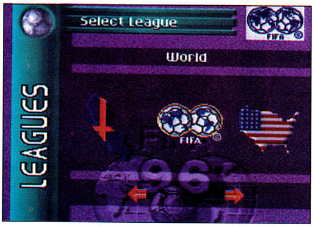




By Electronic Arts

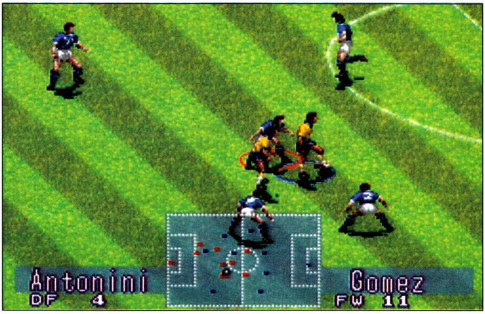
If you're a soccer fan, **FIFA '96** is essential equipment. This mega soccer game is stuffed with tons of detail. The Pak features over 237 unique teams in 12 different leagues. Pick a team and play in the World, American, Brazilian, Swedish, Malaysian, Italian, English, French, German, Dutch, Scottish or Spanish leagues. What could be better than having all these teams? Dig in your cleats—FIFA '96 includes the names and numbers of all the authentic players on these teams. That's 3,792 individual players ranked according to 14 different attributes, from reaction time to bicycle kick ability. If you've played other soccer games, like World Cup U.S. '94, you already know that tons of detail can't compensate for lousy game play. Fortunately, FIFA '96's playability is one of the game's best features. Ball control and movement are realistic. An innovative strength gauge called a Power Circle surrounds the player with the ball, letting you know exactly how much energy you're packing behind your kick. Choose a team with accurate shooters, or dazzle your opponent with speed and fast passes down the field. Team strengths are broken down and rated according to shooting, running, passing, tackling and attacking abilities as well as goalie quality. If you're completely ovewhelmed by the reams of details, look for the "Overall" gauge at the bottom of the screen—it provides a quick summary of a team's chance for victory. The playing perspective pans diagonally up and down the field, giving players a view of roughly one-sixth of the playing area at any one time. Passes and kicks are fast—so fast that the scrolling of the screen sometimes has trouble keeping the ball in view. Voice samples announce goals, fouls and throw-ins, but if you don't like the noise, the options menu turns off the music or sound effects. Do you live in a household of soccer fanatics? FIFA '96 has a multi-player option for simultaneous action of up to five players at one time. You can split up the sides or let everyone play on the same team! Unlike other new EA titles, FIFA '96 doesn't have an option to create or trade players, but to complain about this omission would be to split the finest of fine hairs.

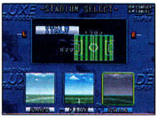
> **"This mega soccer game is packed with over 237 unique teams in 12 different leagues."**



KONAMI KICKS GRASS!

By Konami


Antonini
DF 4
Gomez
FW 11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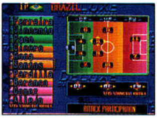
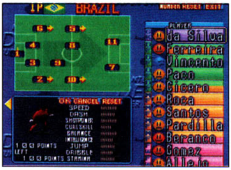

1P BRAZIL
Ferreira
Vincento
Paco
Cicero
Roca
Santos
Pardilla
Beranco
Gomez
Allejo
ATTACK PARTICIPATION

Konami kicks up some turf with their latest sports title, **International Superstar Soccer Deluxe**. The password-backed Pak is stuffed with vibrant graphics and stunning sound. Action is the main ingredient and the flavor is overwhelming, and hypersonic kicks and agile footwork keep the game moving at a breathtaking pace. This is one of the few soccer games available that emphasizes ball control, allowing you the option of faking out your opponent as you work your way downfield. The chants and cheers of the crowd pump up adrenaline levels as the players stampede across the field. Player details are crystal clear; you can read the numbers and see the individual stripes in each jersey. A commentator keeps you up-to-date on the action, but his enthusiastic interjections ("GOOOOOOOOAL!!!!!") get repetitive and stale after a few hours of play and the only option we found for turning off the voice was the television volume button. A transparent radar screen helps players keep the entire field in perspective, allowing for long kicks. Soccer Deluxe has 36 international teams and eight different stadiums to choose from. The team rosters are user friendly—smiley faces or frowns inform you of each player's condition and attitude. Substitute grumpy players for the ones having a good day, but remember that the best player's bad days can beat the worst player's hottest streak. You can choose from over 16 different team formations, and the game allows for minor line adjustments in all areas of the field. Each player's attribute can be modified, in fact, we found we could modify everything in the game except for the player's name (the player names in International Superstar Soccer Deluxe do not resemble real life athletes in any league). Playing against the computer can be tough, even when the difficulty level isn't maxed out. Int'l Superstar Soccer Deluxe has a multi-player option, and up to four can team up against one another or gang up on the tough computer opponent.

> **"...remember that the best player's bad days can beat the worst player's hottest streak."**


1P BRAZIL
NUMBER RESET EXIT
PLAYER
Da Silva
Ferreira
Vincento
Paco
Cicero
Roca
Santos
Pardilla
Beranco
Gomez
Allejo
OK CANCEL RESET
SPEED
DASH
SHOOTING
CURLSKILL
BALANCE
INTERCEPT
JUMP
DRIBBLE
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16:00
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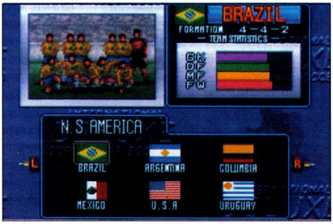
WORLD STADIUM


BRAZIL
FORMATION 4-4-2
TEAM STATISTICS
GK
DF
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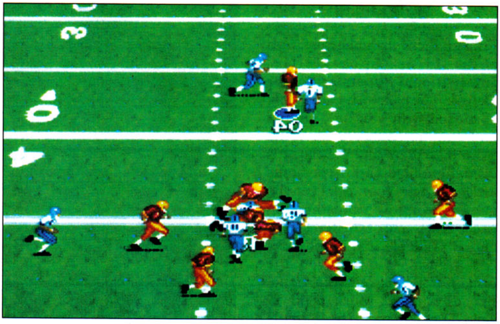
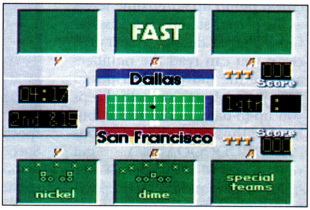
GO AHEAD, MAKE MY PLAY

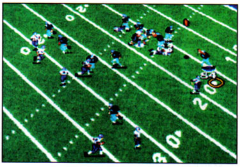
By JVC

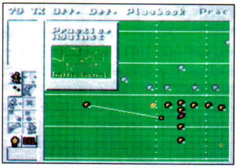


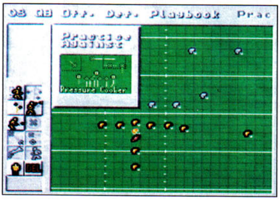
JVC enters the video gridiron gridlock by teaming up with one of the greatest running backs in NFL history. Get ready for **Emmitt Smith Football**, a game not only endorsed but designed by the superstar himself. This battery-backed pak mixes new innovations with many tried and true elements of previous football hits. Emmitt Smith Football includes instant replay, options to pass to three different receivers and an audible feature. Play selection screens and the thirty yard downfield perspective leave the old timers reminiscing about their first Madden games. An innovative Play Editor lets armchair quarterbacks create their own offensive or defensive plays or redesign any of the 60 plays in the game. Emmitt Smith Football is an easy game to play, too. User friendly game menus get beginning players up and running for first downs within minutes of turning the power on. Pass plays are easy to complete unless you're up against a heavy zone. If a receiver runs beyond the view of the quarterback, a handy color coded marker tells you if the receiver is open or covered (green for open, yellow for single coverage and red for double coverage). The Play Editor is both detailed and versatile, but first time users may be intimidated by its complex features. Thankfully, the instruction manual has a tutorial section to get play designers started. Once you have a play drawn up, test it against various defensive or offensive formations. Each custom play generates a password, so you can take it anywhere and play it on any Game Pak. Emmitt Smith fanatics will go gonzo over seeing Smith's picture and hearing his voice every few minutes. In addition to posing for photos on the menu screen, Smith interjects with praise or constructive criticism after good and bad plays.

> **"Emmitt Smith fanatics will go gonzo over seeing Smith's picture and hearing his voice every few minutes."**









If you're a big Emmitt Smith fan, this game is definitely one for your sports memorabilia collection. If you're looking for a football game with all the authentic players and team logos, you might consider other games endorsed by the NFL and Players, Inc. But if you've always wanted to design and test your personal plays stand up against the pros or just the neighborhood schmoes, you want to check this game out.

PLAY BY PLAY WITH EMMITT SMITH

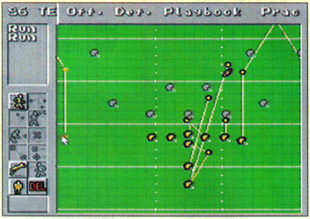
Video games are like a second job for Emmitt Smith. He's been playing them for years. It only seems natural that Smith would combine his two favorite occupations into an action packed sports game from JVC. We managed to catch up with the NFL's premier running back and ask him a few questions regarding his new game, *Emmitt Smith Football*:

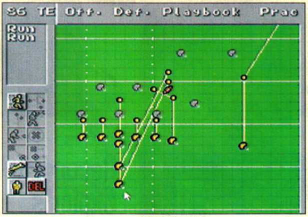
Nintendo Power: *Tell us about your role in the making of Emmitt Smith Football for the Super NES.*

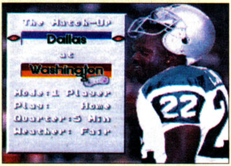
Emmitt Smith: I enjoyed developing the plays in the game and I helped out with quality control, testing and playing the game at different stages. But drawing up the plays was the best part. As you progress in football from high-school to college to the pros, you learn how to add the bells and whistles that refine the plays. That's fun.

N.P. *What is your favorite feature in the game?*

E.S. My favorite feature in Emmitt Smith Football has to be the variety of plays. We put in 60 custom plays. That's a lot of variety. I've played so many video games that I know you need that variety to keep the game interesting.







The Match-Up
Dallas
vs
Washington
Mode: 1 Player
Play: Home
Quarter: 5 Min
Weather: Fair

N.P. *Besides the Dallas Cowboys, what other teams do you like in the game?*

E.S. Obviously, the 49ers are a great team, but I also like the Raiders. There's always been something about the Raiders that gets fans going—the Raider mystique. It's there even in a video game.

N.P. *Any personal tips for players starting out?*

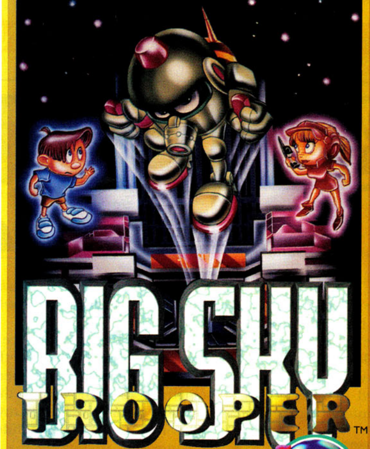
E.S. Okay, you could probably guess this one, but my advice is to run the ball. In this game, it's easier to get the yardage you need on the ground.

N.P. *What are some of your favorite plays in Emmitt Smith Football?*

E.S. I like both the Lead Draw and the Slant. Why ? These are plays that I run on the field. When you practice a play every day for real, it's easy to take that to the video game and execute it there. The better you know a play where the blockers are, what your job is and all of that, the better you'll run it.

N.P. *Care to comment on the Dallas Cowboys' chances for the Super Bowl this year?*

E.S. Good. Very good. We're executing well right now. As long as everyone stays healthy, we've got a good shot at it.



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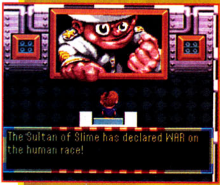
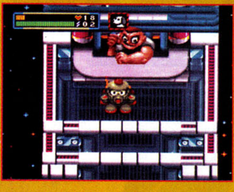
Super NES

You're In The Army Now!

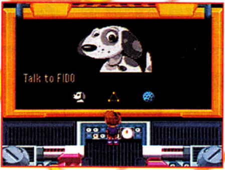


The Sultan of Slime has declared WAR on the human race!

Following in the whimsical footsteps of Zombies Ate My Neighbors comes LucasArts' newest adventure title, Big Sky Trooper. Though it looks and feels much like Zombies, Big Sky Trooper is aimed at a slightly younger crowd. Novice commandos will appreciate the simpler puzzles, the multitude of clever power-ups and the HUGE life bar!

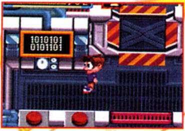


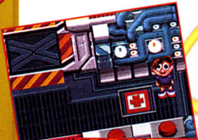
A Starship Of Your Very Own

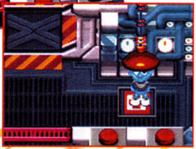


Talk to FIDO

As the newest (and most gullible) recruit in the space corps, you're given command of your own starship and ordered to deal with the encroaching threat of the Sultan of Slime and his gooey slug armada. Assisting you is Fido, your ship's canine computer and your best buddy. Fido is indispensable, outlining mission orders, helping you run the ship, explaining new items, and automatically beaming you back aboard when your life bar runs out. What a pal!





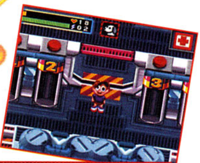


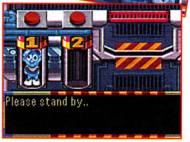
Medical Aid At Your Convenience

Your ship is equipped with the latest medical technology. If your life bar runs low, just beam up and use a health fruit icon at the first aid station for a complete recovery.

Recording Your Exploits

Though most of your missions aren't very complicated, there's quite a bit to do, so you'll want to save your game as you go along. The sleep chambers allow you to save up to four files, each showing your game time and current rank.

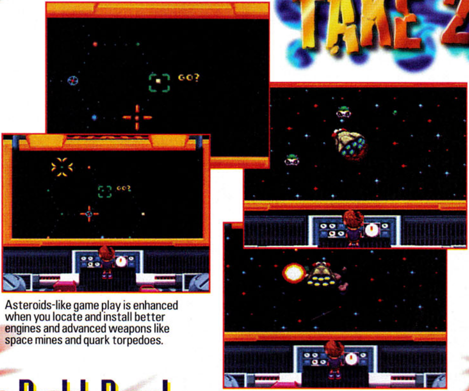




Please stand by..

Warp Six, Fido. Engage!

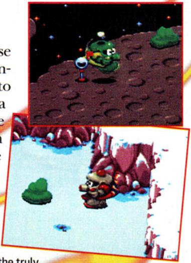
The invading slugs have sabotaged the fabled Quantum Mechanics machines (you know, the machines that keep the universe from deflating and stuff like that), and it's your job to repair them. Fido will explain each mission in turn and pinpoint your next destination on the star map. Your first task at most stops will be to destroy any slug ships in orbit. Once the enemy patrols have been repelled, you can beam down to the planet surface to continue your mission.



Asteroids-like game play is enhanced when you locate and install better engines and advanced weapons like space mines and quark torpedoes.

I Said, Beam Me Up Right Now!

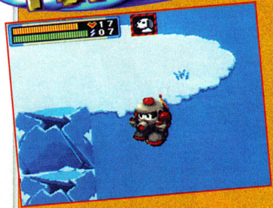
Most of your time will be spent exploring the more than 100 planets in your sector, frying slugs and searching for items. Besides food and blaster batteries, you'll find upgrades for your combat suit, computer chips for Fido and items you can use for barter at trading posts. Planetary conditions vary, and you may not be able to fully explore a planet until you obtain a specific suit upgrade. As you complete various missions, you'll be rewarded with a promotion and an increase in your life bar. Once a planet is declared slug-free, you can deploy a transport relay and use it to jump to your next destination.



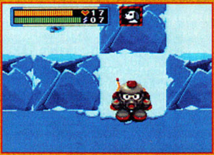
Each planet is crawling (slurping?) with slugs, but the truly major foes lie underground. Navigating mazes and finding keys becomes a nearly full-time occupation.

Slip, Sliding Away

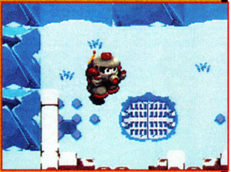
After you rescue the secret agent, he (or she—your character and the agent can be male or female) tells you to go to Arctos 1 to find the first star map chip. The planet's icy surface seemingly prevents you from reaching the maze entrance.



Find this small patch of land that juts out onto the frozen lake. Stand on the bottom edge and push onto the ice diagonally, down and left.



You can't steer on the ice, but if you launch from the right spot, you'll bounce around until you end up on the top shore of the lake.



Now push onto the ice straight downward. You'll end up on another patch of snow, and from there it's just a few steps to the maze entrance.

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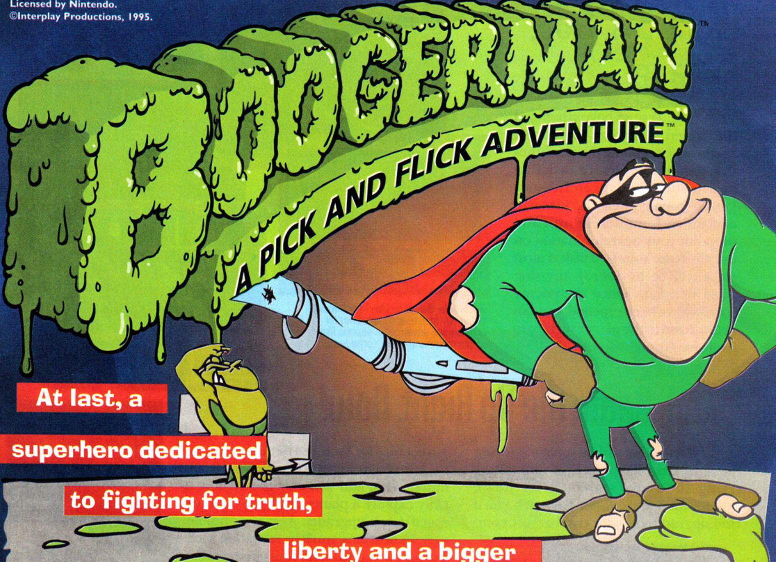
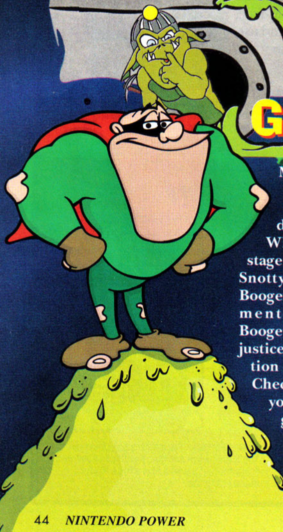
BOOGERMAN™
A PICK AND FLICK ADVENTURE™

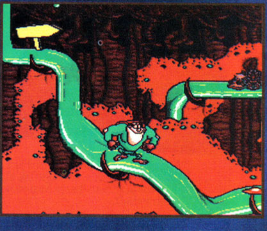


At last, a superhero dedicated to fighting for truth, liberty and a bigger bowl of beans!



GET OUT YOUR HANKIES

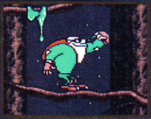
Miss Mind-Your-Manners here, with a warning to all my well-behaved readers about a horrid experience I had with my son Johnny. He used to be such a nice boy, cleaning his room and using "shall" correctly. But suddenly his room is a mess and he listens to that dreadful rock' n'roll music. When I ask him to discuss opera, he blurts out, "Boogerman! Interplay's five-stage slimefest featuring the stinkiest superhero ever. Eccentric millionaire Snotty Ragsdale dons the red cape of Boogerman and enters dimension X-crement to seek out the fiendish Boogermeister. To fight evil and see that justice is done, he uses every bodily function and/or fluid known to mankind. Check out this 24-meg powerhouse if you want to slip-slide into a rollicking good time!" Sob! I have to run to the store now. For some reason, Johnny's going through a dozen packages of hankies a week!



LICENSE TO ILL

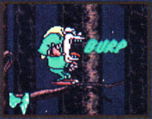
Batman has his utility belt, the Green Arrow has his quiver of arrows, and Boogerman has his er-uh-gastrointestinal tract. He reloads by chowing down on the four basic food groups: balls of mucus, beans, milk and red hot chili peppers. He'll even dig in trash piles to get these goodies. Ever the good role model, Boogerman never tires of extolling the virtues of a healthy, balanced diet. Just be careful not to light a match when he's around!

THE FLICK



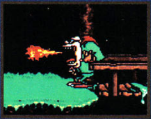
Your basic boogie bash. Excellent for wiping out low-level bad guys.

THE BURP



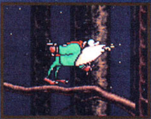
Often imitated but never surpassed. Power-up to a super burp to break through walls.

THE SPICY BURP



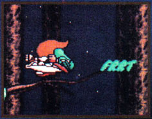
Ladies know never to kiss Boogerman after he's eaten a chili pepper.

LOOGIE



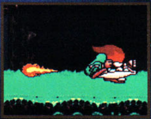
Boogerman gets his best long-range attack after gulping a bottle of milk.

THE FRRT



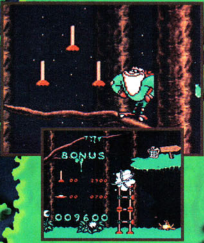
Enemies head for the hills whenever Boogerman sends a methane missile flying their way.

THE FLAME FRRT



Chomp a chili pepper for this special power-up, which allows Boogerman to fly!

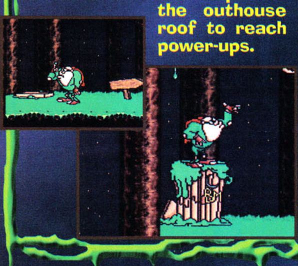
PLUNGERS



Grab 30 plungers in a level to gain an extra life. They're often buried in trash piles, so dig it, man!

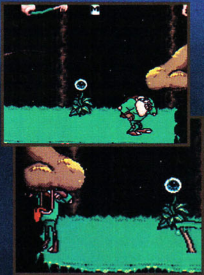
WHAT A RELIEF!

Halfway through each level, Boogerman can leap on a brown platform and an outhouse will erupt from the ground. This is the perfect place to relax and freshen up. If Boogerman loses a life, he'll return here, instead of at the beginning of the level. He can sometimes leap from the outhouse roof to reach power-ups.



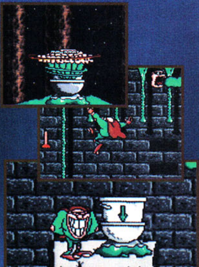
THE LONG AND MUCKY ROAD

NASAL PASSAGES



Always one to sniff out a trail, Boogerman "nose" the right way when he smells it. He can jump into a teleport nose and be blown out somewhere else. Handkerchief, anyone?

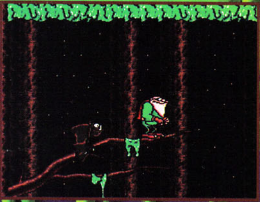
DOWN THE DRAIN



Stand on a toilet with a down arrow and push Down to flush Boogerman into the sewers, where he'll find lots of yummy power-ups and another toilet that will return him to the level he came from.

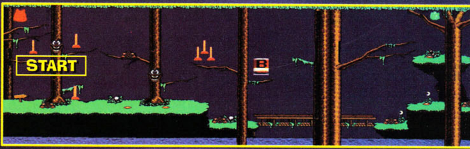
FLATULENT SWAMPS

Boogerman begins his journey with a stroll through the slough. Down in the dirt, watch out for sinister snails and soldiers with spears. Ignore the carnivorous plants, though. Their bite is not nearly as bad as their bark! Once Boogerman takes to the trees, he'll have to dodge pesky bats. Just move fast and don't get bogged down!



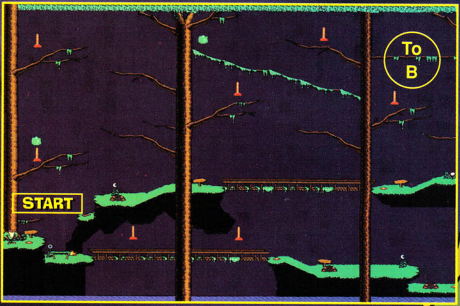
LEVEL 1

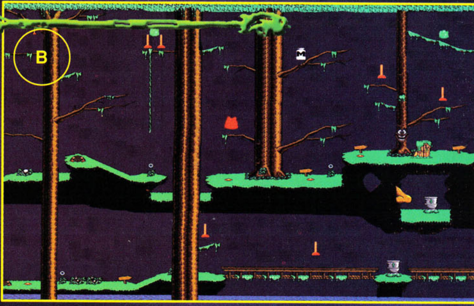
Because green goonies appear suddenly throughout Flatulent Swamps, it's better to walk, not run, and be ready to flick at a moment's notice. When you come to a vine, you may wonder who greased it. Actually, climbing a vine is easier than it looks. Just hold Up while repeatedly pushing the B Button. If you see an enemy waiting at the top, simply stop pushing the B Button. Boogerman will slowly slide down the same slippery way he came.



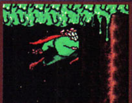
LEVEL 2

As a child, Boogerman liked to watch Tarzan movies while eating heaping bowls of baked beans. Now he gets a chance to emulate his hero by swinging through the trees with the greatest of ease. If the bats don't drive Boogerman batty, he'll find lots of power-ups.

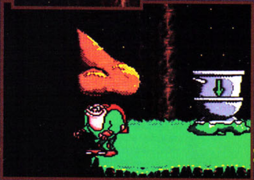




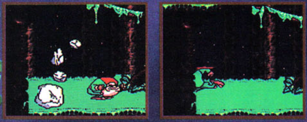
ROYAL FLUSH



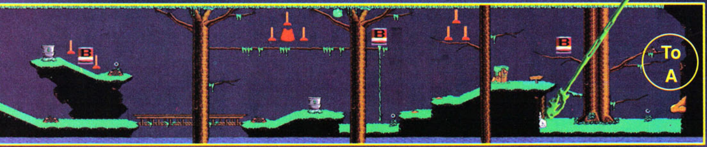
A nose hidden high in this tree will teleport Boogerman to a toilet. Flame frrt around the sewers to find four (count 'em!) extra lives.

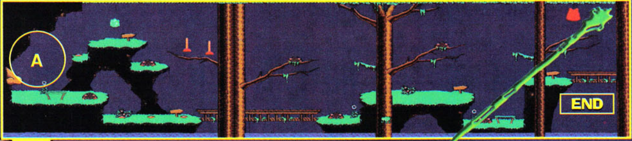


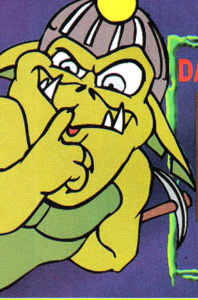
DIG THAT DAIRY



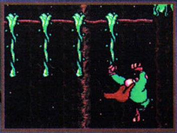
It looks like the milk man got confused and left his delivery behind this pile of rocks. A super burp or frrt is as good as a jackhammer for finding your way to this loogie loader.





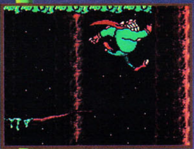


DAIRY DERRING-DO

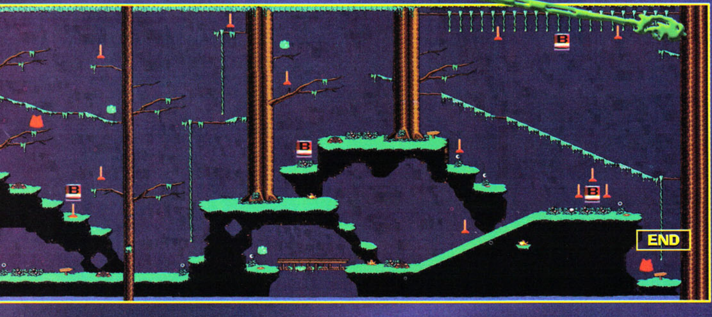


A trail of vines leads to a milk bottle hidden high in the last tree in this level.

GET A LIFE

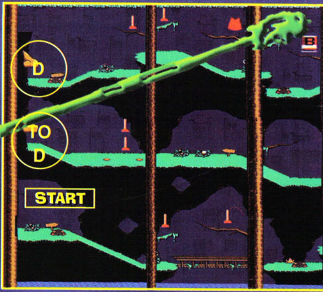


Leap into this tree at the end of Level 1 to grab an extra life and 100 points. A jumpy guard will try to block your way.

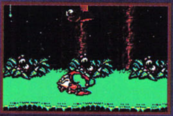


LEVEL 3

The plot—and a few bodily fluids—thicken as Boogerman delves deeper into the stinky depths of Flatulent Swamps. His newest enemies are ghosts that drift over the landscape like swamp gas. A simple butt whomp will often spirit them away. As always, slimy snails and spear-wielding guards are green with envy for Boogerman.

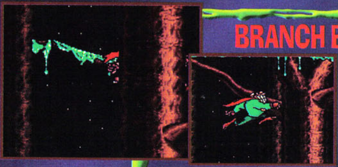


GET DOWN TONIGHT



Danger! Danger! Low-flying bats! Give yourself time to react to airborne rodents by moving slowly when you're way up here.

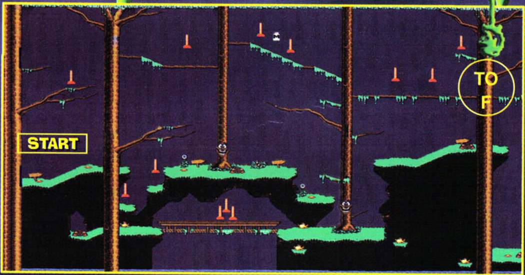
BRANCH BANKING

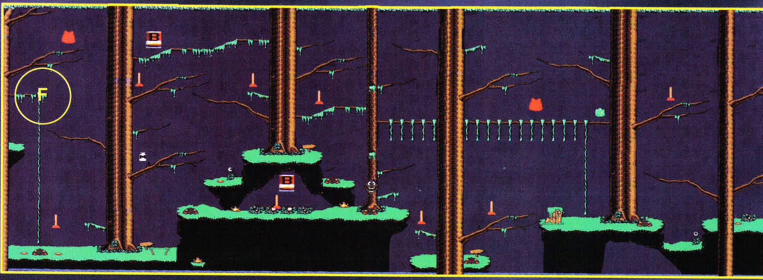


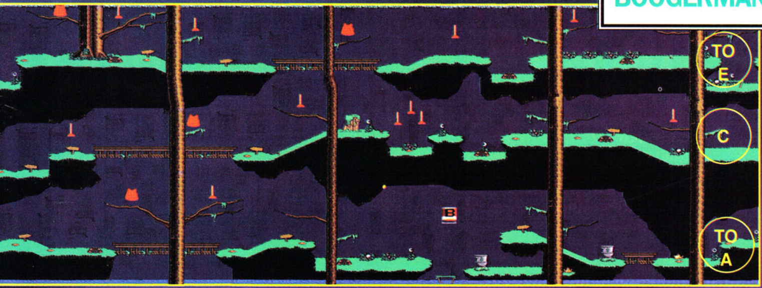
Search carefully behind all trees for hidden power-ups. Watch out! You don't want to fall to the ground below, where spear-wielding guards would love to take a poke at you!

LEVEL 4

Keep a close eye on the Boogerman's cape, which indicates how much energy he has. Yellow is the warning color. Start searching around for a red cape, which will restore his energy. If Boogerman has full energy when he finds a cape, he'll get a super charge and be able to absorb three hits before losing a life.

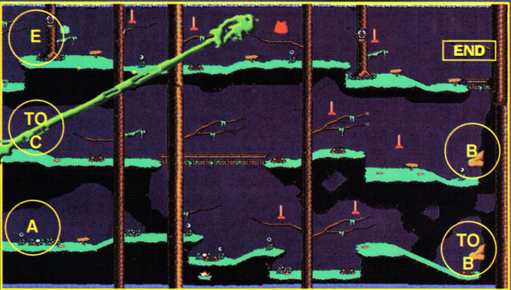




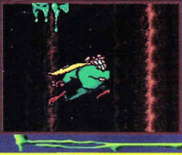


HIGH ROAD

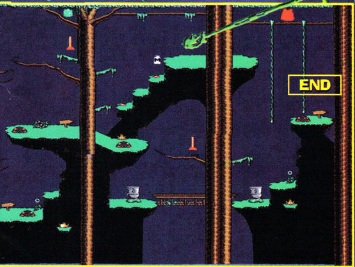
If you've gotten to this point, stay high in the branches while the bats flit by harmlessly below.



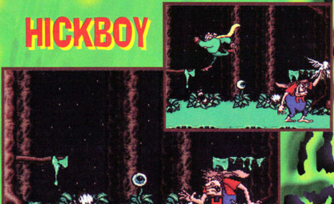
TOOT LOOT



Another milk bottle and more points are stashed behind this tree near the exit from Flatulent Swamps. The milk bottle will help Boogerman spit and polish.



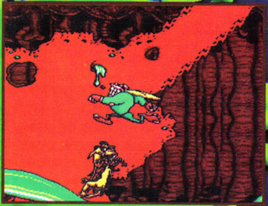
HICKBOY



This perilous poultryman loves to cluck about his fighting skills! Hickboy tosses eggs and the deadly Chickenerang at our beloved hero. Evade these missiles by jumping onto the branches and flicking boogers at Hickboy, then drop down and fire a super frrt. Don't chicken out or you'll wind up with egg on your face!

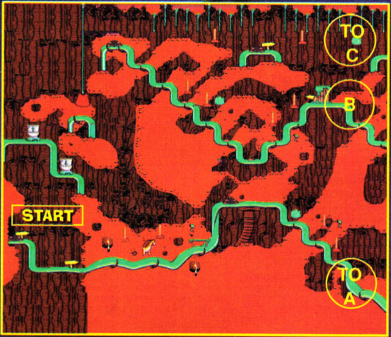
THE PITS

Follow the yellow brick road—er, green intestinal tract. Interplay has loaded up this section with lots of ear wax, zits and other stuff that game-makers usually airbrush out. Besides tangling with the usual assortment of green monsters, Boogerman will have to pick off running scabs if he wants to make it through this yucky area in one piece.

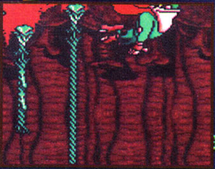


LEVEL 1

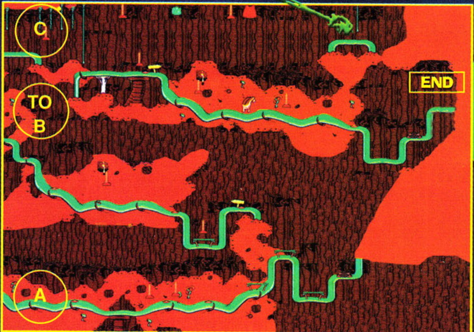
Watch out for the dips in the road, where hopping mad monsters wait to ambush Boogerman. Fortunately, their noisy antics will often tip you off before you stumble onto them. Keep climbing by tramping on the trampolines. Be careful of where you wind up, though. Waiting monsters would love to see you make a crash landing!



SWING TIME

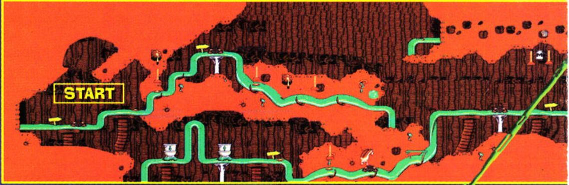


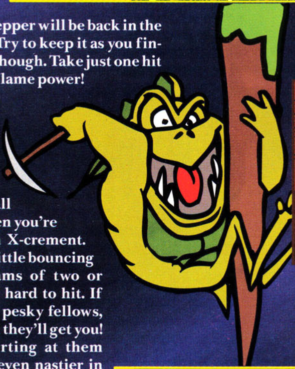
You can find a garbage-truck full of power-ups, including an extra life, by swinging on hidden ropes at the top of this level.



LEVEL 2

Instead of going directly to the toilet, head for the straightaway next to the first trampoline. Once there, dig in the trash pile for a chili pepper. Then it's time to go to the sewers, where that extra rocket boost from the pepper will save you from sinking in the slimy depths! The pepper will be back in the same place when you return. Try to keep it as you finish this level. It won't be easy, though. Take just one hit and you'll lose your precious flame power!

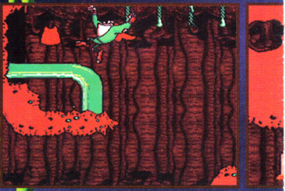




LEVEL 3

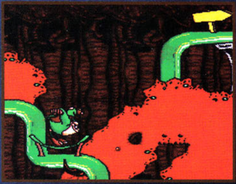
Trouble comes in small packages when you're traveling through Dimension X-crement. At all times, be extra wary of little bouncing monsters. Appearing in teams of two or three, they move fast and are hard to hit. If you try butt-whomping these pesky fellows, you'll probably miss, and then they'll get you! Try flicking, burping or frrting at them instead. These monsters are even nastier in the sewers, where they climb out of manholes and lurk on ledges and pipes!

GROTTO GOODIES

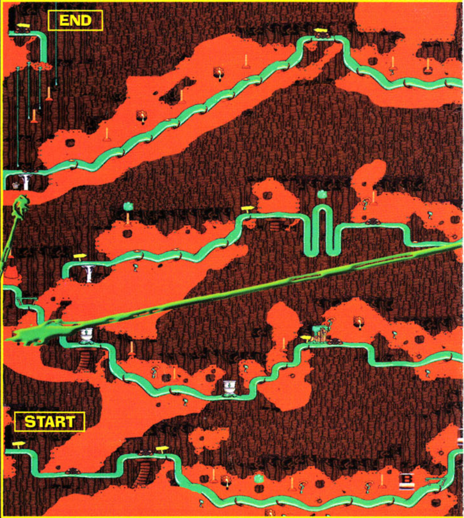


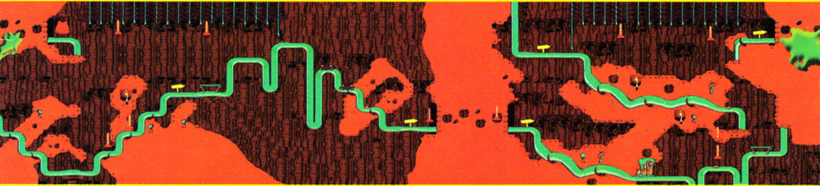
It's time for some more rope-swinging. This a treasure trove that includes an extra life.

SCHLEP THAT PEPPER

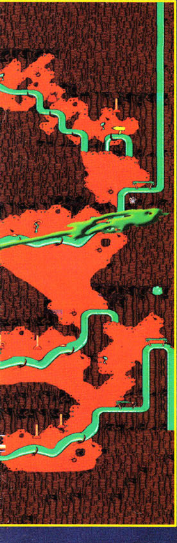


Remember the chili pepper that you so carefully saved from Level 2? It will help you get two extra lives high overhead in this level. One is high above the first trampoline on your path, the second is just after the exit toilet.



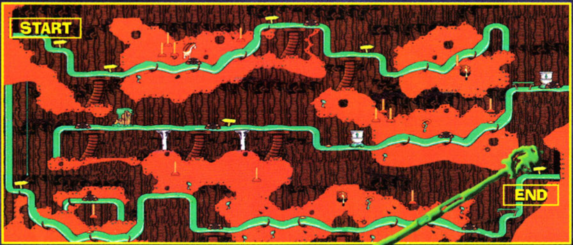


ir route will take you to a



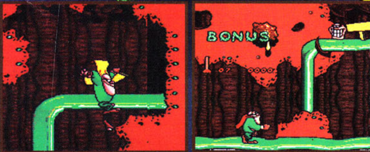
LEVEL 4

Warning! Warning! You are now entering the Pit of the Pits! Don't too quick to detour through the sewers, though. First, check out t area between the two toilets for a trash pile containing a chili pe per. There's a chili pepper in the sewers, too. Don't be too hot to burn off these babi They'll come in handy when you come face-to-ugly-face with the repulsive Revol Whenever you return from the sewers, you'll find all the power-ups in the lev replenished. Even the extra lives reappear for your burping pleasure.

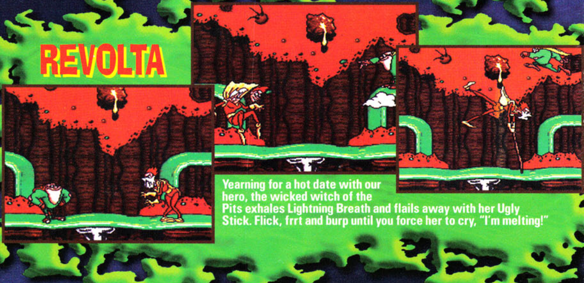


POINTS PITFALL

Level 4 is fairly straightforward, but there's a hidden bonus area near the end. See that little red scab dashing about just below you on your way out of the Pits? He's your clue to push Down to grab some extra points.



REVOLTA



Yearning for a hot date with our hero, the wicked witch of the Pits exhales Lightning Breath and flails away with her Ugly Stick. Flick, frrt and burp until you force her to cry, "I'm melting!"

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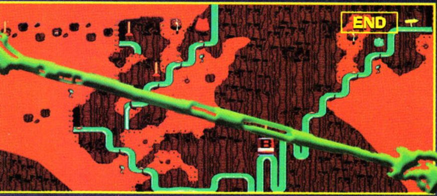


RELAX AND REVIVE

The final stretch leading to the exit begins in a cave that contains a hidden extra life. Watch out for the guard, though!

STICK TO IT!

You've only just begun to explore the dirty depths of Boogerman. It's time to take some night air by strolling through the lovely burg of Boogerville. Then, catch the spectacular view from the Mucous Mountains and cavort through Nasal Caverns. All the time, Boogerman is salivating for his final stop: Pus Palace, home of the nefarious Boogermeister!

BOOGERVILLE

Ready for some night life? Want to paint the town green? Ahhh, but some icky guys want to spoil your fun. You'll also get your first look at the Boogermeister, whose ugly mug graces campaign posters. And avoid saliva lake. A dip there could be your last!

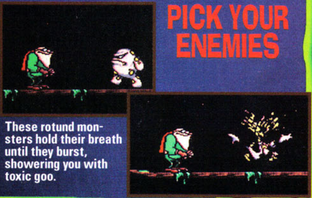
THE NOSE KNOWS

Boogerman will spend a lot of time following the proboscis trail. If he gets lost, he can always go back up where he came down.

ROPE HOPE

Judging from all the scaffolds and dangling ropes, Boogerville looks like a town under construction.

PICK YOUR ENEMIES



These rotund monsters hold their breath until they burst, showering you with toxic goo.

NOSING ALONG

Fresh mountain air makes Boogerman want to burp! While hiking and admiring the saliva-falls, he'll have to watch out for the rams that want to butt him into the valleys below. Next, he'll delve deep into Nasal Caverns, where some mangy miners would like to make sure he never sees the light of day again!

DONKEY KONG
COUNTRY 2™
DIDDY'S KONG QUEST™

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FROM NINTENDO

NINTENDO POWER®

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EPIC CENTER

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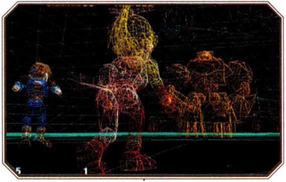
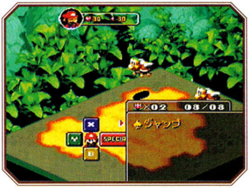
SQUARE ON SGI

Square Soft recently exhibited some awesome animation at SIGRAPH, the computer graphics convention in L.A. Although the buzz word was that the animations were aken from Final Fantasy VII for the NU 64, Square didn't confirm that. The incredible looking polygon graphics were, in fact, of FF VII characters. Square also emonstrated how it created the figures using wireframes and texture maps on Silicon Graphics Onyx workstations. In the nuary issue, we'll be able to report on hat was actually shown at Shoshinkai, hich takes place at the end of November. In the mean time, Epic fans won't be surprised to hear that Square's animation goes where no game has gone before. (Square seems to be making a habit of that.) Your Epic Center editors got to view a special video of the animation. It featured extraordinary polygon characters that moved about and fought in an open 3-D world. Background elements clearly showed high quality texture mapping on polygon surfaces. A dragon swooped in over the combatants and then a castle blew up in the most realistic computer generated explosion we've ever seen. This was light-years beyond any RPG graphics to date. If you thought the Nintendo Ultra 64 was just for action games, fighters and flight sims, think again. Well done adventures and RPGs will perhaps be the most impressive of all the new breed of 64-bit games.



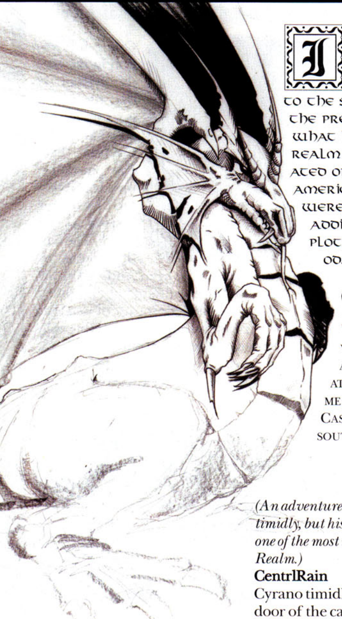
MARIO UPDATE

Sometimes life is especially sweet for Epic gamers and this is one of those times. A sixty percent completed version of Super Mario RPG magically appeared at the Epic Center desk and proceeded to stun everyone who saw it. The biggest surprise was that there was an actual RPG battle system, contrary to what we had heard earlier. Mario does stomp on enemies, but that only launches the battle screen sequence, which turns out to be menu-based. One innovation in the battle system is that the menu is set up to correspond to the Control Pad. For instance, pressing Right activates Mario's special attack. The battle screens, as you can see, have been rendered in 3-D just like the rest of the game and attack animations include the use of weapons when they are equipped. Another welcome surprise turned out to be the ease of moving about in the three-quarter perspective world. Mario easily dodges enemies and he also gets to jump up and hit scattered blocks for power-ups and saves. During visits to town, Mario talks to people, buys items and learns secrets just as in a standard RPG, but the 3-D graphics shine and Mario does more than previous RPG characters, even highly animated heroes such as Crono. Mario, for instance, bounces on beds, gets hung up on coat hooks and falls flat on his face. It's fun and a little weird, but it's definitely Mario and an RPG. The current release schedule for the U.S. looks like late February.



SPELL CASTING ON-LINE:

Wizard's Realm



Imagine you're given the beginning of an adventure with kings, wizards, dragons and heroes. Now, it's up to you and hundreds of other players to add to the story. All you have to do is read the previous on-line postings, then write what happens next. That's Wizard's Realm a free-form RPG recently created on Nintendo Power Source on America Online. Over 2500 postings were logged by on-line participants adding their own characters and plot twists over a three month period. Here's just a taste of the Realm.

(The adventure began with a note from the King.)

Welcome friends! I would be here to greet you personally, but I left this morning on a mission that required my personal attention....You must prove yourself to me before I grant you access to the Castle. Go to the desert just to the southeast of here, and prove your worth!

Sincerely yours,
King Golbert

(An adventurer named Cyrano began timidly, but his story soon developed into one of the most interesting in Wizard's Realm.)

CentrlRain

Cyrano timidly walked up to the door of the castle. Upon reading the note on the door, he set off to the desert on foot, relieved that he wouldn't have to meet the king face-to-face, especially with a face like his.

(Later, Cyrano met up with Peach and the man and magic dog headed out to sea.)

CentrlRain

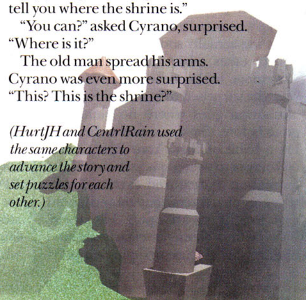
Peach jumped up onto some pillows while Cyrano asked the man, "Sir, can you perhaps tell us where the shrine on this island is? We seek the Sword of Truth, and have heard that it lies hidden on this island in a shrine."

"Yes," said the old man in a surprisingly young-sounding voice, "I can tell you where the shrine is."

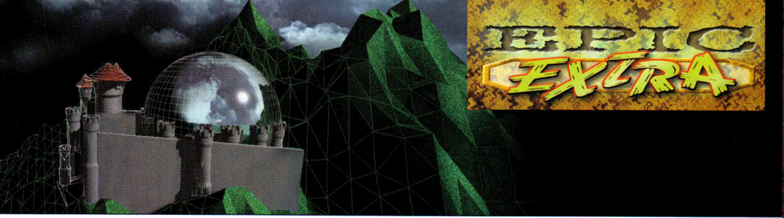
"You can?" asked Cyrano, surprised. "Where is it?"

The old man spread his arms. Cyrano was even more surprised. "This? This is the shrine?"

(HurtJH and CentrlRain used the same characters to advance the story and set puzzles for each other.)



> "Not everyone is J.R.R. Tolkien, but everyone has something interesting to say." – *Rawley Coop*



HurtJH
Inside, they found sights of total horror. Peach was stunned speechless while Cyrano stared at the many skeletons inside. They saw what looked like a building inside the whale. They knew it must have been part of the shrine swallowed whole, protected by the magic of the Sword of Truth. They walked towards the entrance, as forbidding as it looked. On the door was a note:

INSIDE LIES THE MIGHTY SWORD OF TRUTH.
ONLY THE JUST AND TRUE PERSON CAN WIELD IT.
BE WARNED, THOSE WHO DO NOT PASS WILL DIE.

(Puzzles became a central part of the game for many players including Dred13 whose party of adventurers ran into the evil Magnus.)

Dred13
"Evil reversed, evil reversed, EVIL REVERSED!! Man, how hard IS it to kill a dead person? Wait a second......"

Jaison thought about what he had just said. Magnus was already dead, therefore, to kill him again he would have to be......

"That's it......evil reversed....Saying 'evil' backwards is.....live.....LIVE!!!"

(Tasks in Wizard's Realm took many forms. One player might set a task for another while some players invented tasks for themselves, then carried them out.)

FF3man3991
Fritz finally found the man when he got to the rift. "I came to this land to see if you had the right to take the legendary light dagger. I heard you had collected the five magic tools. Give me them now." Fritz handed the man the magic wrench, the magic hammer, the magic drill, the magic screwdriver, and the whatcha-ma-call-it light bulb he got from Orfio. The man threw them into the sky. Fritz thought they would all fall, but they floated past the clouds. A shining dagger came down out of the clouds and down to the ground. "This is the light dagger." said the man.

(Nothing is ever quite what it seems in Wizard's Realm, even after the defeat of Moldrin, the end seemed in doubt.)

DragonX099
"So, you two kids killed the great Moldrin. Now how did you manage that?"

"Well, I guess you could say we got lucky." Darwin answers

"Congratulations to the kids who defeated my old geezer of an enemy," Golbert laughs.

"My Liege, Moldrin wasn't that old." Lidia states.

"I know, but King Golbert WAS!" And King Golbert's form starts to change as he laughs endlessly. Finally, he stops laughing and Moldrin the evil sorcerer appears before them. "You fools, You killed the King! hahaha..."

"WITH JUST A MAP, A FRAME STORY AND A FEW DOZEN CHARACTERS TO START THEM OFF, ON-LINE ROLE-PLAYERS CREATED AN ENTIRE WORLD." – *NOA Geoff*

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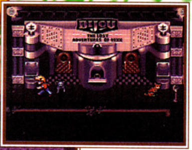
This month, Epic Center features a guided, strategic tour of the first half of Square Soft's incredible new adventure, Secret of Evermore. The dangers may be chilling, but you'll never even feel a draft if you stick to our proven strategies.

SECRET of EVERMORE™

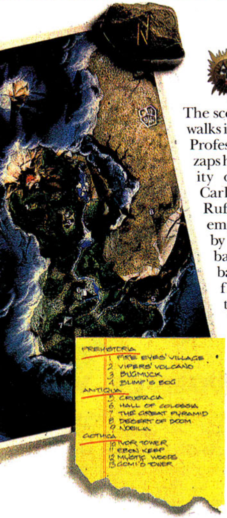
THE HERO OF PODUNK

The young hero of Evermore begins his adventure in a theater, ogling the make-believe heroics of Hollywood. Throughout this 32-megabit game, the boy compares his harrowing adventures to the fictions he has seen on the silver screen. But Secret of Evermore goes far beyond cinematic fantasies. In the fantastic worlds of Evermore, the boy and his dog face puzzles, chaos, battles and tests, not to mention the evil manipulations of an unseen enemy. Brawn and brain must be used in real-time action that will be familiar to veterans of Secret of Mana or the Zelda series. You'll play as the boy and his dog, switching control between the two or raising their strength and experience as you go. It's a game you'll want to play forever more. Square soft may have started out with a Mana look-alike, but in the end they created a unique game that is bound to be a classic.



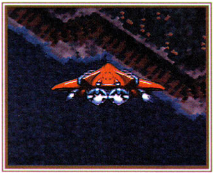
Wow! I think we've found some sort of secret entrance!

We should get out of here before something goes terribly wrong!


PREHISTORIA
1 FIRE EYES' VILLAGE
2 VIPERS' VOLCANO
3 BUGMUCK
4 BLIMP'S BOG
ANTIQUA
5 CRUSTACIA
6 HALL OF COLOSSIA
7 THE GREAT PYRAMID
8 DESERT OF DOOM
9 NOBILIA
GOTHICA
10 IVOR TOWER
11 EBON KEEP
12 MYSTIC WOODS
13 GOMI'S TOWER

BEDAZZLED

The scene is set when the boy automatically walks into the mansion in Podunk, where the Professor's dream machine comes alive and zaps him and his pooch to the alternate reality of Evermore. Briefly, you'll meet Carltron the butler and Professor Ruffleberg, then you'll find yourself in an empty chamber. Touch the golden dome by using your B button to retrieve the bazooka. The first battle teaches the basics. Aim and push B to fire at the two flying robots. Wait for the power meter to fill back up to 100%, then fire again. You can't take damage here. It's just practice.



BUNGLE IN THE JUNGLE

After landing in the jungle, a wolfish dog appears, who proves to be your canine companion. The bone he fetches for you becomes your first weapon. Use it as often as possible in order to build up its power. Take time to whack every plant and mosquito in the jungle. In the raptor clearing, keep on cleaving the dinos with the femur of fury as long as you can. Even if you fail, you will end up in the village of Fire Eyes.

Found a Petal

JURASSIC JUMP

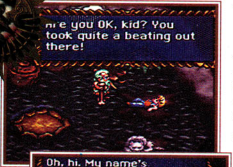
Raptors, something like those in Jurassic Park (although not quite as deadly), hide in the four bushes in the clearing. They move like lightning and strike with bony spurs on their feet.

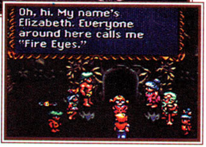
I have a strange feeling about this.

Control the boy directly and set the dog's Action function high on the Fight scale. One raptor attacks at a time. You can flush them by beating the bushes with the bone. They move fast, but you can outmaneuver them and whack them in the side or back. There are four raptors to dispatch, but don't worry if they get the better of you, because you'll end up in the village no matter what happens.

FIRE IN HER EYES

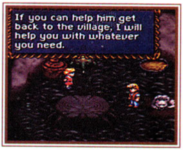
Elizabeth created this prehistoric world with the help of her uncle's machine, but now she can't escape. Her village contains plenty of helpful people, shops for armor and alchemy elements, and an inn for restoring your HP.


Are you OK, kid? You took quite a beating out there!


Oh, hi. My name's Elizabeth. Everyone around here calls me "Fire Eyes."

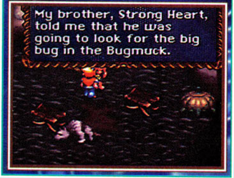
BUG HUNT

Strong Heart the alchemist has been missing for days in the steamy Bugmuck to the east of the village. Your job, if you choose to accept it, is to storm the Bugmuck single-handedly and find Strong Heart. It's that simple...or is it?


If you can help him get back to the village, I will help you with whatever you need.

STRONG HEART'S BRO

One of the huts in Fire Eyes' village is home to Strong Heart's brother. If you visit him, you'll learn that Strong Heart went into the swamp looking for the giant bug. That will be your goal, too. You can buy alchemy elements from him: Water, Wax, Oil, Crystal, and Ash.

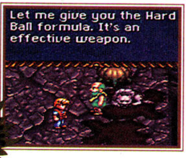

My brother, Strong Heart, told me that he was going to look for the big bug in the Bugmuck.

BUGMUCK WAY

The path to the Bugmuck lies through jungle, desert and swamp. When you defeat foes, you'll earn Talons, which can be used to buy items. In the desert, step into a sand whirlpool at least once in order to find the hidden shop.

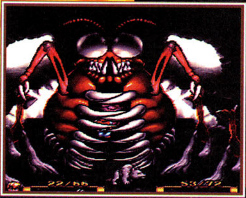
HARD BALL

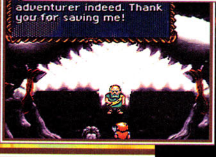
Strong Heart's brother also teaches you the alchemy formula for Hard Ball, an attack that uses one part Crystal and one part Clay. For every Crystal and Clay in your possession, you can use the formula once against an enemy. Alchemy formulas become much stronger with repeated use. If you take some time to fight with Flash and Hard Ball early on to build up their power, it helps out later when you really need them.


Let me give you the Hard Ball formula. It's an effective weapon.

HEART OF DARKNESS

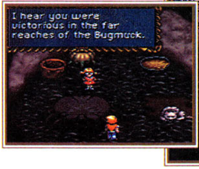
The heart of Thraxx is the monster's weakest spot. Rap on its ribs with the Bone Crusher, then duck inside close to the heart when the ribs spread open. Use Flash and Hard Ball against the heart repeatedly, healing yourself and the dog with Petals and Biscuits as required.

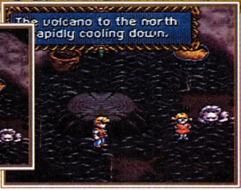



Y
adventurer indeed. Thank you for saving me!

THE BIG CHILL

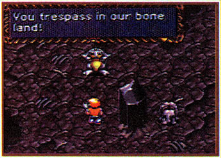
Following your glorious victory over the bug, you'll win the Spider's Claw axe and get new alchemy formulas from Strong Heart in two locations, behind a cliff and south of the village. Upon returning to the village, you'll find that the local volcano has shut down and the world is growing colder. Your next mission will be to worm inside and turn up the temperature. Get some sleep before heading out, and buy lots of alchemy ingredients.


I hear you were victorious in the far reaches of the Bugmuck.


The volcano to the north apidly cooling down.

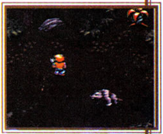
VILE VIPERS

North of the village lies the Mammoth's Graveyard where you'll run into trouble in the form of vipers. The reptilian ruffians rumble and roll, but you and the dog are more than a match for them. Go to the left side of the graveyard and wait for the vipers to come within range. This is also a great place to build up your attack formulas.


You trespass in our bone land!

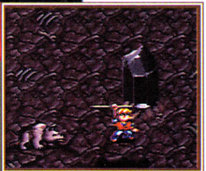
ALL STEAMED UP

As you move through the jungle beyond the graveyard, you'll come to a cave where a boulder blocks the way. You'll need the Levitation formula to lift the rock. Look for the cliff of caves and use the steam vent platforms to blow yourself to the lowest ledge on the left, then take the right vent to the top.



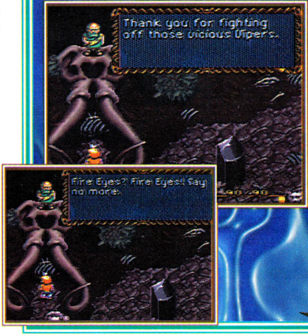
HORNING IN

Defeat the silver Viper Commander using Hard Ball and Flash. After beating him, you'll earn the Horn Spear. Practice jabbing the spear at the spiders in the area just ahead. The spear may be more powerful than the Claw axe, but it's harder to use.



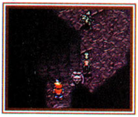
MAMMOTH GRATITUDE

An alchemist appears above the mammoth skull after your hard-fought battle with the Viper Commander. He'll give you clues about your mission to the volcano, suggesting that to get inside, you'll have to go through the bottom, not the top of the steaming mountain. But before you can tackle the volcano, you'll pass through the mammoth's skull into a new jungle area filled with swift raptors and plants that actually swallow boys and dogs.


Thank you for fighting off those vicious Vipers.

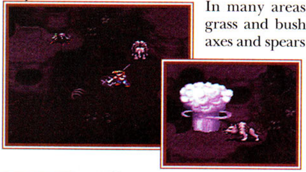
Fire Eyes? Fire Eyes! Say no more.

THICK SKINNED



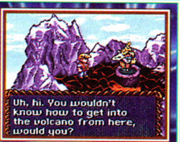
Venture into each of the caves. Even if you have to fight it's worth the effort, because in one cave you'll win the Dino Skin armor which boosts your defense by seven.

LAWNMOWER BOY



In many areas, you'll have to cut grass and bushes to proceed. Both axes and spears can be used to mow down the barriers. It's a good idea to cut down all the plants in an area to see if anything is hidden there.

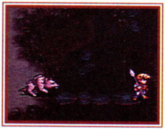
ON TOP OF OLD SMOKEY



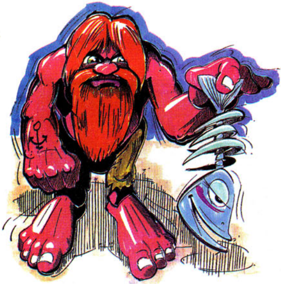
Uh, hi. You wouldn't know how to get into the volcano from here, would you?

When you blast into the air on the steam vents and land atop the smoldering volcano, you may be surprised to find an alchemist cooking up secret potions. This fellow gives you Levitation and explains that the Mudpepper ingredient must be obtained in the swamp to the east. You can also save your game here.

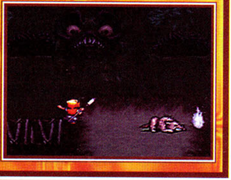
SWAMP THINGS



Frippos and spiders pose the biggest threat to your health. It's easier to use the axe to squelch the pests, but use the spear to build up its strength. Take the southern route, crossing long rows of lily pad, to reach the snake.



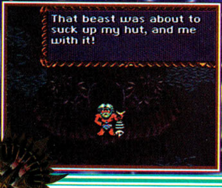
SALABOG



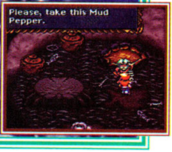
Salabog rises from the mire and attacks with Will O Wisps and great fangs. Don't waste your Call Beads on the serpent. Instead, stand in the middle of whichever bridge is closest to Salabog. When the snake lunges forward, strike it with the spear. Also, the dog should be at his most aggressive setting.

THE BLIMPSTER

After your triumph with the snake, a bridge appears from Blimp's shack and you can cross over, Inside, Blimp is so grateful that he'll offer you a host of treasures, such as a golden key and a beating heart. But the only thing you really need is the valuable and rare Mudpepper to be used in the Levitation formula. Take it back to the stone that blocks the cave.

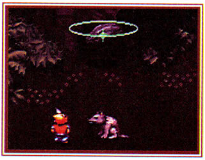


That beast was about to suck up my hut, and me with it!



Please, take this Mud Pepper.

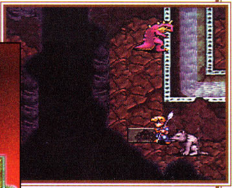
IT AIN'T HEAVY

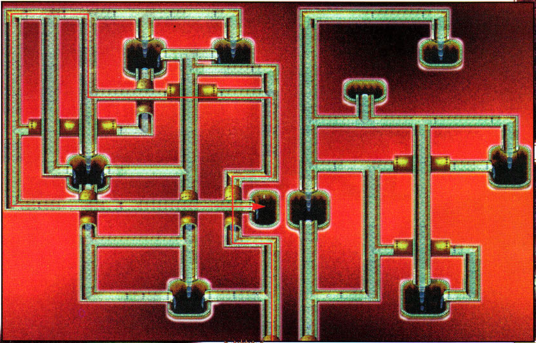


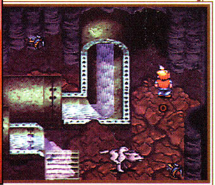
Return out of the mammoth's mouth to the cave that bores into the mountain. The Levitation spell lifts the rock, but don't enter until you stock up on ingredients and items. The battles ahead include endless meetings with vipers and a final confrontation with the hot-tempered Magmar.

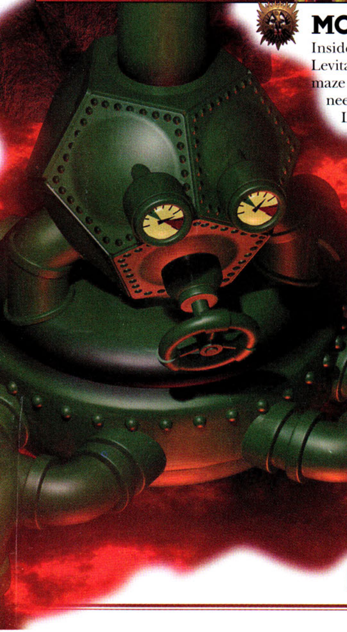
WILD WAVES

The water maze may drown your enthusiasm for bathing, but you have to ride the waves to the dripping end. The key is to hit the switch that opens the gate. Take the series of pipes that loop around to the far left in order to reach the pit marked with the switch symbol.



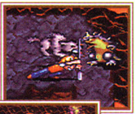


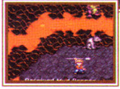




MORE MUDPEPPERS

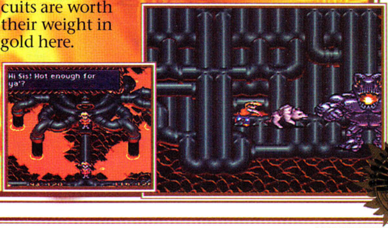
Inside the volcano, you'll have to use Levitation to move several boulders. The lava maze includes all of the Mudpepper's you'll need, but reaching them can be tricky. Look for boulders resting on the edges of cliffs. When you push the rocks into the lava, they'll form bridges to new areas.





LIZ'S EVIL TWIN

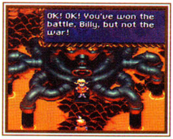
Elizabeth, or Fire Eyes, shows up at the center of the volcano along with her mysterious evil twin. The twin orders a lava monster named Magmar to attack. Magmar heals himself continually by popping back into the lava. Use Acid Rain and your spear from close range. Keep your dog attacking and use the Call Beads. Dog biscuits are worth their weight in gold here.



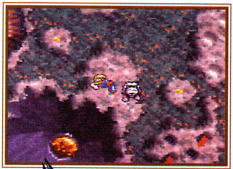
Hi Sis! Hot enough for ya?

BLOW THE JOINT

If you cool off Magmar, Fire Eyes' evil twin reappears to let you know that this isn't the end of the matter. Then the volcano blows, launching you and your dog high into the atmosphere and far apart from each other. Fortunately, you'll have a giant shell for protection when you land in an unknown quarter of Evermore.

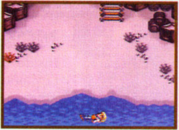


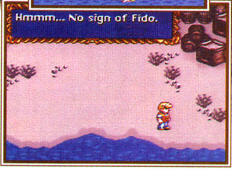
OK! OK! You've won the battle, Billy, but not the war!



ALL WASHED UP

You'll wake up on a beach, alone, wet, and without a clue. Stop at the shipwreck and talk to the friendly mob of sailors whose tongues wag with tales of treasure. Be sure to explore the wreck fully. Earn jewels quickly by repeatedly defeating the Mad Monk just east of the shipwreck. Each time you beat the monk, you'll earn 75 jewels, which you should spend on armor.

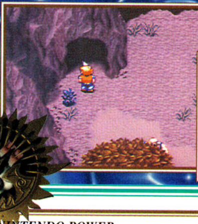


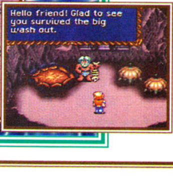


Hmmm... No sign of Fido.

BLIMP IS BACK

When the volcano blew in Prehistoria, Blimp the alchemist from the swamp, got caught in the blast just like you. Now, you can visit him in the cave atop the cliff. His suggestion that you should search for your missing dog is a good one. Something odd is going on with the pooch in Nobilia. Next, you'll play a short time as the dog before being zapped back to Blimp's cave.

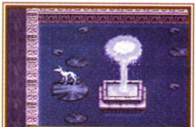


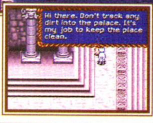


Hello friend! Glad to see you survived the big wash out.

NOBILIA

Gone is the wolfish canine of Prehistoria, replaced by a sleek desert hound. Appearing magically in the palace fountain, you will find yourself drawn toward the palace. Go inside and sniff around. You'll learn a thing or two about the sacred dog and the Diamond Eyes.

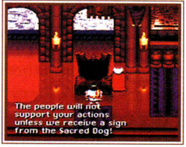




Hi there. Don't track any dirt into the palace. It's my job to keep the place clean.

INSIDE INFO

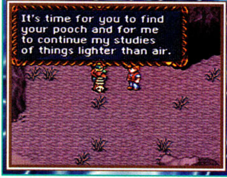
Pompolonius has posted a handsome reward for the recovery of the dog statue's Diamond Eyes. It is believed that when the sacred dog appears, it is a portent that the statue will be restored. Guess what your next mission is?



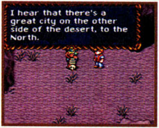
The people will not support your actions unless we receive a sign from the Sacred Dog!

THE SANDS OF NOBILIA

The desert sands hold many perils for unwary wanderers. Spiders and thorny tumbleweeds sweep in from every direction. Your best bet is to run due north, stopping only at the green oases along the way. Once you reach Nobilia, you can purchase Annihilation Amulets for a reasonable price, making the return trip with the ghost pirate a good deal easier.



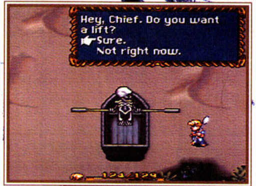
It's time for you to find your pooch and for me to continue my studies of things lighter than air.



I hear that there's a great city on the other side of the desert, to the North.

CHOOSE YOUR POISON

There are two methods for crossing the treacherous sands of the Nobilia desert. You can hoof across the burning dunes, risking attack by spider and thorny tumbleweeds, not to mention the effects of the sun. Or you can pay the skeletal Ghost Pirate one Annihilation Amulet and he will row you safely to your destination. The Amulet costs a ransom on the coast, but you can trade for it cheaply in Nobilia.

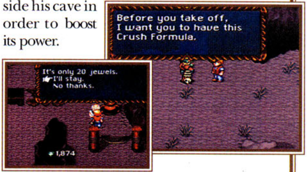


Hey, Chief. Do you want a lift?
☛Sure.
Not right now.

desert will cost you one Amulet of Annihilation.

THE SURVIVAL KIT

The city of Nobilia presents a grave danger to unprepared travelers. Before crossing the desert, heal up your character and supply him with as many items and ingredients as you can afford. Also, buy the bronze armor pieces and equip them. Blimp gives you the Crush formula before you leave. Use Crush on the enemies outside his cave in order to boost its power.

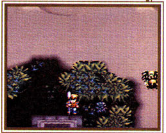


Before you take off, I want you to have this Crush Formula.

It's only 20 jewels.
☛I'll stay.
No thanks.

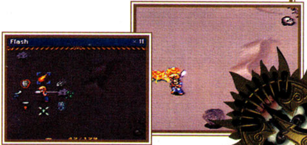
DUE NORTH

Far across the burning sands lies the city of Nobilia. Run straight to the north. Four oases mark the route to the city, but between the green havens lie desert dangers. The entrance to Nobilia lies on the west side in a bend in the wall.



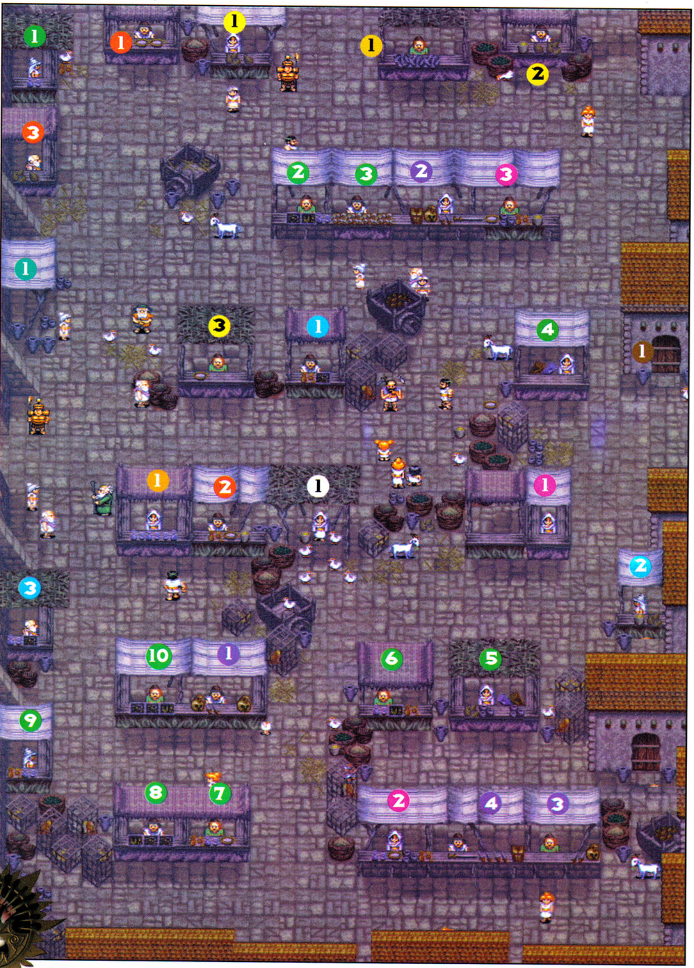
CRUSH CRITTERS

Build up your alchemy and weapons levels by battling desert critters. The big fight in Nobilia goes much faster with greater offensive strength. As your alchemy formula levels increase, so will the powers of the helpers whom you call with the Call Beads.



NOBILIA MARKET

Trade items to obtain the special pieces of armor and weapons. Each booth's owner specializes in one item, which you can trade for another item or combination of items. Some deals are steals and others are ripoffs.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STEALS & DEALS

The basic commodities include jewels, bags of rice, beads and jars of spice. Start your trading with a big supply of these items and a couple of chickens. (Tiny will throw the rock in exchange for the tapestry.) Your main goals are the Obsidian Helmet, the Centurion Cape and two Annihilation Amulets.

RICE

① 3 Jewels each.
② 6 Jewels each.
③ 9 Jewels each.

SPICE

① 4 Bags of Rice or 4 Pots.
② 2 Beads +3 Pots.
③ 20 Jewels.

BEADS

① 12 Jewels.
② 10 Jewels.
③ 1 Bag of Rice + 3 Jewels.

CERAMIC POTS

① 2 Bags of Rice.

PERFUME

① 3 Jars of Spice.

CHICKENS

① 1 Jar of Spice + 2 Bags of Rice.

SERVICES

① Money Exchange.
② Apraiser-5 Jewels per Item.
③ Armor Polish-Silver Sheath.

ARMOR/WEAPONRY

① Obsidian Helmet-10 Jars of Spice.
② Stone Vest-1 Jeweled Scarab.
③ Bronze Gauntlet-1 Souvenir Spoon + 2 Tapestries.
④ Silver Sheath-The Sun Stone or 1Golden Jackal + 10 Jars of Spice.

ARTIFACTS

① Souvenir Spoon-2 Jars of Spice.
② Golden Jackal-5 Jars of Spice or 2 Chickens.
③ Amulet of Annihilation-30 bags of Rice.
④ Tapestries-3 Beads Each.
⑤ Limestone Tablets-4 Jars of Spice or 2 beads Each.
⑥ Jeweled Scarab-1 Jar of SPice + 2 Bottles of Perfume.
⑦ Moxa Stick-2 Chickens + a Jeweled Scarab + 12 Jars of Spice.
⑧ Sunstone-1 Limestone Tablet + 5 Bags of Rice.
⑨ Jade Disk of Emperor Qi- 3 Chickens and 3 Beads.
⑩ Rubyheart-1 Moxa Stick or 1 Tapestry +1 Jeweled Scarab + 1 Limestone Tablet.

INN

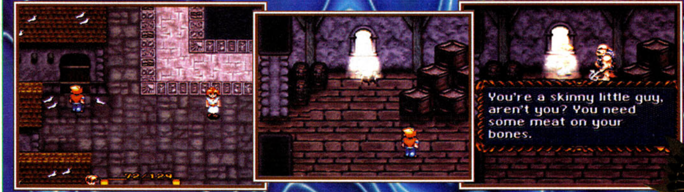
① 30 Jewels a Night.

SPELL

① Cure-150 Jewels.

THE SECRET WORLD OF SPIDERS

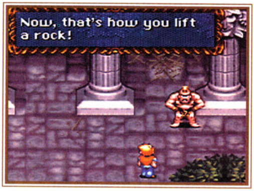
Go south of the plaza with the dog statue and enter the building with the spider inside. Follow the spider into the corner and a sailor appears and tells you that you're a puny weakling. Then he offers you the Atlas formula of strength, which requires an Atlas Medallion. It just so happens that he has one for sale for only 100 jewels. After that, the medallions go up in price by 50 jewels each time.



You're a skinny little guy, aren't you? You need some meat on your bones.

A TINY FRIEND

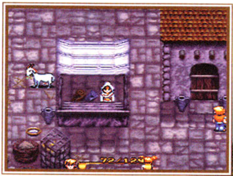
Back in Crustacia, you may recall meeting a crusty old salt who spoke of his brother in Nobilia. Tiny the Barbarian is that brother. The not-so-tiny Tiny has the strength of many men, and he's fond of tossing stones. North of the market in town, you'll find a stone, which you levitate. Tiny will step in and fling the rock away if you give him a tapestry. Later, when you approach Blimp's cave, the falling stone will create a path to the vases on the lower ledge.

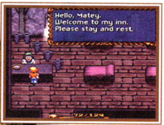


Now, that's how you lift a rock!

A ROOM AT THE INN

When you first arrive at Nobilia, the entire market is bustling with activity, but it seems as if the whole place will close down in a minute or two. In fact, it will. A meeting has been called by the ruler. Don't worry about trading for special items until after your upcoming fight. Instead, get some sleep to restore your health, then go to the plaza to find your dog and await your terrible destiny.

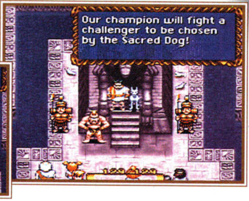




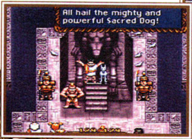
Hello, Matey.
Welcome to my inn.
Please stay and rest.

MAN'S BEST FRIEND?

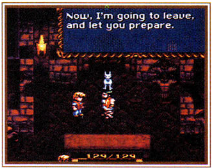
Fate's fickle finger points at you and then thumbs its nose when Pompolonious releases the so-called sacred dog in order to choose an opponent for Vigor the gladiator. Your dog, transformed into the white hound, sniffs you out of the crowd and greets you with affection. Thus are you singled out to face the mighty Vigor. Suddenly the guards haul you off to prison. Is this any way for man's best friend to treat his master? Fortunately, the dog gets a chance to redeem himself before the big fight.



Our champion will fight a challenger to be chosen by the Sacred Dog!



All hail the mighty and powerful Sacred Dog!



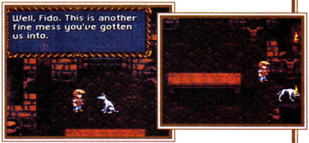
Now, I'm going to leave, and let you prepare.

LOCKED UP

In preparation for your duel with Vigor, it seems that the authorities, who are unaware of your heroic achievements, believe it is necessary to lock you in prison to keep you from running away. There's no chance to visit the inn or buy items, which is why you need to be prepared for anything before going to the meeting in the plaza.

A FRIEND IN NEED

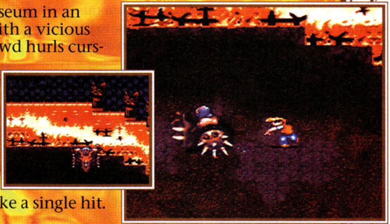
It turns out that your four-footed friend is not such a worthless companion after all. Sure, maybe he got you into this mess, but he'll also help you get out of it. Follow the dog as he sniffs about the prison. First, he'll detect the scent of the Stone Vest in a pot. Then he'll uncover a secret passage that leads to more armor. Equip these items then, wait for the games to begin.

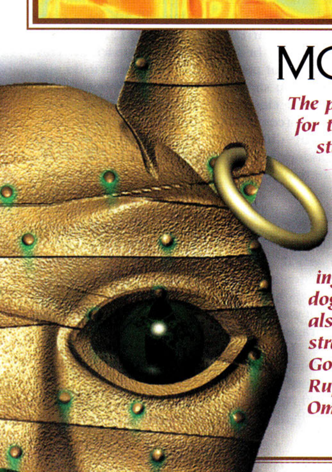


Well, Fido. This is another fine mess you've gotten us into.

THUMBS DOWN FOR VIGOR

Vigor the gladiator charges about the Colosseum in an iron chariot car. He'll ram you and attack with a vicious boomerang. To make matters worse, the crowd hurls curses and garbage at you throughout the duel. You can defeat Vigor with lots of powerful alchemy formulas or by finding the safe spot at the west end of the colosseum about halfway up. Each time Vigor charges, he'll turn just before reaching you. That's the moment to hit him. The safe spot is also safe from the stuff thrown by the crowd. If you're patient, you won't take a single hit.





MORE EVERMORE

The previous pages contain the trading information for the market so you can prepare for the next stages of the game by trading for armor and weapons. Then, next month's continuing coverage of Secret of Evermore will take you beyond Nobilia to the quest for the two Diamond Eyes and the awakening of the great dog statue. We'll also visit the strange worlds of Gothica and Prof. Ruffelberg in Omnitopia.

If he survives, I'll have a little surprise for him and his dog when they return.

CHRONO TRIGGER™

We continue our coverage of Chrono Trigger with a special expanded edition of Epic Strategy, highlighting some of the time traveling tricks and examining the different game endings. With more and more secrets being revealed all the time, this role-playing sensation just keeps getting bigger and better!

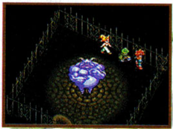
ACTION AND REACTION

Chrono Trigger has literally hundreds of people, places and things to keep track of, and your actions have an enormous impact on the way the history of the world unfolds, and vice versa. You should always talk to people after you visit a new time period or complete a task. You never know what new clue may surface or what significant change may occur. Remember that you're traveling through time, and the smallest act may sprout great consequences over the course of centuries. Though your ultimate goal to defeat the monstrous Lavos never changes, the situations, people and places that you've come to know may change, depending on what you do. Will you succeed in your mission, but change something or someone close to you in the process? Can you be sure what you're doing is right? Only time will tell!

No matter what happens, your goal is to destroy Lavos.

Spekkio

No one knows who or what the mysterious Spekkio really is, but he waits patiently for you at The End of Time. When you first encounter him, he'll teach you magic and enable you to learn more than two Techniques, expanding your attack options. Be sure to bring new party members to him, so that they, too, can learn the ways of magic. Spekkio also tests you by challenging you to duels throughout the game. If you're victorious, he'll reward you with various Tabs, Ethers and Elixirs. As you grow stronger, Spekkio changes form to keep pace with you, and offer you greater challenges and rewards. You'll receive only one set of rewards for each form you defeat.



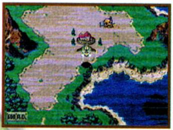
When Spekkio asks you to walk around his chamber, be sure to touch all the corners.

Gaspar

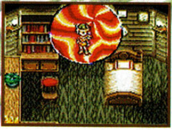
Gaspar is the old man at the End of Time, and he'll occasionally give you clues about your current task. After you bring Crono back to your party, he'll say that you should "help someone close to you." Even if you complete a number of different optional missions, he'll still say the same thing.

Lucca's Mother

While you're struggling to save the world, Lucca's mother accidentally gets her legs caught in a machine, but you can prevent this tragedy. After you defeat The Black Omen, the Sunken Desert will appear next to Fiona's House in 600 A.D. Defeat the skeleton there, then go to Fiona's house. Robo will stay behind to work on reviving the forest. When you return to Fiona's house in 1000 A.D., you'll find that it has become Fiona's Shrine, and that Robo is still there. Be sure to save your game at this point. Now take Robo back into your party, and you'll be transported to a campfire scene. Lucca announces that she's going back in time to save her mother. Once inside the house, you'll find a note on the kitchen table that reads, "Lucca's mother's name is the password." Enter the living room to see Lucca's younger self and her mother. When Lucca's mother's legs get caught in the machine, the game will ask for a password. Press L, A, R and A to stop the machine. This may be difficult to do, and you have only one chance to enter the password correctly. If it doesn't work, you can start over from your last save point. If you succeed, you can return to 1000 A.D. to see Lucca's mother walking around her house, a picture of perfect health!



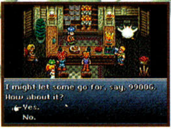
Robo must be in your party for this scheme to work.



If all the conditions are right, you can prevent a horrible tragedy from happening.

The Mayor and the Moon Stone

Though it's not necessary to complete the game, the Moon Stone is a precious item, nonetheless. This seemingly harmless hunk of rock can be transformed into the incredible Sun Stone. It will take a lot of maneuvering to change the Moon Stone into the Sun Stone, but it will be well worth the effort! After you destroy the Blackbird, go to the Sun Palace in 2300 A.D. and defeat the Son of Sun to get the Moon Stone. Take the stone to the Sun Keep in 65,000,000 B.C. and place it on the spot where the sunlight shines down. Upon your return to 1000 A.D., you'll find that the stone is gone. The Mayor now has the Moon Stone, but he's a greedy sort and won't give it up for anything! Is there any way to change his mind? Perhaps if he was taught better manners as a child, he might give the stone to you. Buy some Jerky at the Snail Stop in 1000 A.D, then travel back to 600 A.D. Once there, go to the Elder's House and *give* the Jerky (don't Sell it!) to the woman inside. She's the Mayor's ancestor, and because of your act of kindness, she'll teach her family the importance of generosity. This lesson will be passed down through the ages, and when you return to 1000 A.D., the Mayor will give you the Moon Stone. While you're in 1000 A.D., place the stone back in the Sun Keep, then leap ahead to 2300 A.D. In the ensuing years, the Moon Stone will transform into the Sun Stone. Lucca can combine the Sun Stone with other objects to create awesome weapons or items, including the Rainbow Sword, the most powerful blade in the game. The Sun Stone can be used only once, so be careful what you do with it!



I might let some go for, say, 9900G.
How about it?
Yes.
No.

It's a lot of money for a piece of Jerky, but it's worth it!

Fair Game

The Tent of Horrors, otherwise known as Norstein Bekkler's Lab, may seem like mere window dressing for the game, but one of the attractions actually has a very important purpose: to help save Crono from certain death! The prize for winning the 40 Silver Point Game is a Clone of Crono. You may not realize at first that the Clone is an important item, since it is automatically transported to Crono's room and not carried in your inventory. At some point during the game, Lavos will destroy Crono with a blast of magic. The rest of your party will soldier on without him, but after several adventures, you'll find an opportunity to change history. If you proceed correctly (see pages 68-69 for the correct sequences), you'll appear at Crono's side mere seconds before Lavos's magical bolt hits him. You can then substitute the Clone for the real Crono, tricking Lavos and saving our young hero from destruction. Crono will rejoin the party, ready to seek out Lavos for the final confrontation!

When you need it, you'll find the Clone in Crono's room.

NO TRAVEL NECESSARY

You don't always have to go gallivanting across time and space to collect useful items. Some of them will appear right under your nose as you complete other tasks.

Jailhouse Treasure

No matter what the verdict is at your trial, chances are you'll end up cooling your heels in the Castle Tower. You can make a break for it, but don't bolt until you collect some of the goodies left behind by other hapless prisoners. Exit the first section of the Tower by the upper or lower path. Either way, you'll end up in the second cellblock. Find the cell with a hole blasted in the wall that leads onto a ledge. It seems like a dead end, but you can climb up and down at certain spots along the wall. You'll find more holes and gaps that lead into other cells, some of which contain valuable treasure.

These new weapons and accessories will come in handy.

The Silver Rock

The Silver Rock is located in Aruba Village in 65,000,000 B.C. During your exploration of the ruins, talk to Nu in the upper right corner. The Silver Rock allows some party members to invoke the Triple Technique Spin Strike.

The Gold Rock

The Gold Rock is in the Dorano Mountains in 600 A.D., the same place you obtain the Masamune Sword. Move Frog to the front of your party and go to the spot where Free Lancer (the bird) throws rocks at you. Frog will get pelted by a few of them before he catches the Gold Rock. This rock allows you to invoke the Triple Technique Grand Dream.

The Black Rock

The Black Rock is secreted within the Zeal Palace in the Sky in 12000 B.C. Enter the first town and open the tomes in the following order: Water, Wind and Fire. This reveals the door to a hidden chamber. If you destroy the Ocean Palace and the Zeal Palace falls to earth, the Black Rock will be destroyed in the crash. This rock allows you to use the Triple Technique Dark Eternal.

CHRONO TRIGGER™

Warning: The following Epic Strategy feature details how to reach most of the endings in Chrono Trigger. If you want to discover them on your own, then skip this article. You've been warned!

ALTERNATE ENDINGS

One of the most exciting aspects of Chrono Trigger is its multiple cinematic endings. While multiple endings are nothing new, they have shown up most often in action or fighting games, and have been dependent on obvious factors like the number of lives lost or continues used. In the case of Chrono Trigger, any number of factors will determine which ending you see. Most of the endings are quite different from one another, and rather than just taking the same basic ending and changing a few details, the developers took the opportunity to show different characters and aspects of the world and how they have been shaped by your adventures. Even the number of endings (eleven at last count!) sets Chrono Trigger apart from other titles!

Magus and Frog

The various endings have major, distinct differences that set them apart, but there may be small details within each that change according to specific actions taken during the game. For example, the first time you meet Magus, you have no choice but to fight him. The second time you encounter him, you have a choice whether or not to do battle. If you fight and defeat Magus, the spell on Frog will be broken. Then after the final battle with Lavos, depending on which ending you get to, you'll watch as Frog reverts to human form. If you don't fight Magus the second time, he'll join your party. He'll prove to be loyal and brave, but Frog will never regain his humanity.

Take the kindler, gentler path and save poor Frog!

THE FIRST TIME THROUGH

If you're playing a regular Chrono Trigger game, there are only three possible endings you can reach the first time through. The rest of the endings come into play once you've completed an entire game and start a New Game "+" game (more on this in just a bit). The three basic endings are the ones most players will encounter on their own.

Basic Ending #1

This is the ending that most players will get the first time they play. First of all, you must get Crono back into your party before you confront Lavos. When you meet Magus for the second time, he'll tell you to see Gaspar at The End of Time. Hop aboard the Epoch time machine for the trip. Just as you get under way, the Black Omen, Lavos's fortress, will rise out of the ocean. Gaspar will give you the Chrono Trigger and instruct you to go to the Keeper's Dome in 2300 A.D. Once there, you'll meet up with the creature known as Belthasar. He'll tell you that you need a Clone of Crono before he can do anything. Now return to 1000 A.D. and go to the Millenial Fair. Find the Tent of Horrors in Leene Square and play the 40 Silver Point Game. If you duplicate the performer's moves exactly, you'll win a Clone of Crono. The Clone will be sent to Crono's room automatically. Go to Crono's House to pick it up, then return to Belthasar in 2300 A.D. He'll now activate a program that will allow you to climb Death Peak, a snowy mountain to the north of the Keeper's Dome. Make your way up the mountain and defeat the three Lavos Spawn that bar your way. Once on the summit, you'll be able to switch the Clone for Crono just moments before Crono would be destroyed by a magical attack. Crono will then rejoin your party. Now you can complete a number of optional tasks or challenge Lavos to win the game. To see the first basic ending, use the Epoch time machine or the Bucket at The End of Time to reach Lavos. If you're victorious, you'll see various scenes involving Crono and Marle.

OLDIER: It's time to rise and shine!
We have a little surprise for you!

Most players will likely see this ending.

Basic Ending #2

The second basic ending shifts the focus of some of the final scenes to Crono's mother. To see this ending, get Crono back into your party, then go to Lavos by battling through the Black Omen fortress.

The Lavos Ending

This is the easiest ending to get. All you have to do is challenge Lavos and lose! You'll watch helplessly as Lavos single-handedly destroys the entire world. Not a very cheerful way to end the game!

BUT...
THE FUTURE REFUSED
TO CHANGE.

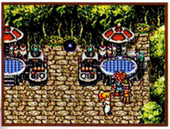
You can see this ending without even trying!

CHRONO TRIGGER "+"

Players usually have the option to start a new game or choose one of their saved game files, but if you complete a game by going through the Black Omen to reach Lavos, a New Game "+" option will appear. This "+" game will be the same as a normal game in most respects, but your characters will start at the same power levels they were at at the end of your previous game. You'll also be able to reach a number of different endings you aren't able to see in a normal game!

The Lavos Gate

The key to seeing the various endings is the Lavos Gate. In the "+" game, the right telepod of Lucca's invention will transport you straight to Lavos at any point during your adventure. Watch the right telepod, for a sparkle. Stand on the sparkle and press the A Button to activate the gate. Depending on when you go to Lavos, you'll see different endings. The trick is, of course, knowing when to go.



The Lavos Gate will help you make quick work of things!

Programmer's Ending

This ending takes you on a tour to visit the Chrono Trigger programmers. All you need to do is go through the Lavos Gate right at the beginning of a "+" game.

The Nu Ending

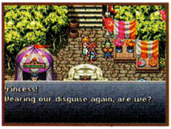
Known in some circles as the "Weak Ending," this sequence shows Nu (a purple fellow you encounter during your adventure) chasing a frog. You get this ending by Defeating Lavos at the Ocean Palace in 12000 B.C., or by going through the Lavos Gate after you come out of the Heckran Cave.

PRODUCER
KAZUHIKO AOKI

This scene doesn't seem to have much to do with the main plot of the game.

The Frog Ending

In this ending, everyone you meet looks like a frog! To reach this ending, go through the Lavos Gate right after you return from your first trip to 600 A.D. Are the people disguised as frogs or have they really become amphibians? You'll just have to play through the game and see for yourself!

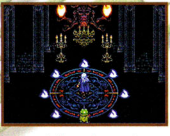


rincess!
Wearing our disguise again, are we?

What's really behind all of this frog business?

The Frog vs. Magus Ending

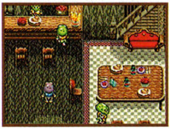
You knew it had to happen sometime! Being changed into a slimy pond skipper couldn't have been a good thing for Frog's ego, and he finally has a chance to take out his frustrations on his nemesis, Magus. Go through the Lavos Gate after you obtain the Masamune and accept Frog into your party. You'll start off in Lucca's house, then you'll see Frog take on Magus in a knock-down-drag-out bout! Who can blame him?



This one is bigger than any heavy-weight fight you've ever seen!

The Reptite Ending

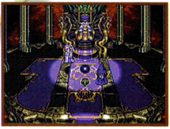
This ending is really another beginning, so to speak. If you go through the Lavos Gate after getting Ayla back into your party, you'll jump back to the beginning of the game. The game will start as usual, except everyone will be a reptite! What happened here?



Holy Jurassic Period, Crono! Look at all the reptites!

The Magus vs. Lavos Ending

It's hard to understand Magus's motivations. First he's a bad guy, then he has a change of heart and joins you on your quest to destroy Lavos. You can give Magus an early chance to prove himself by going through the Lavos Gate after your first battle with him (the save file text will read, "The Magic Kingdom"). You'll see Magus take on Lavos all by himself!



We may never fully understand what drives Magus, but he puts up a good fight against Lavos.

Once More Unto The Breach

We won't tell you exactly how to get to the last two endings, but we will give you a few big clues. You must play through most of the "+" game to see these endings, and they have much to do with whether or not two major characters are in your party when you confront Lavos for the last time. For one of the endings, you may also want to try using the Epoch time machine instead of the Lavos Gate. Most of the endings concentrate on just one or two characters, but the last two have a lot more scenes, and more of the cast have a chance in the spotlight. There's some joy, some excitement and some sadness, and you really find yourself feeling for the characters. This just goes to show the time and care the developers put into creating this fantastic game!

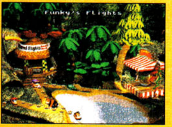
CLASSIFIED INFORMATION

DONKEY KONG COUNTRY™

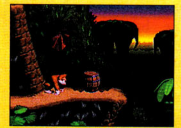
FROM AGENT #357

Hidden Warp

A number of agents sent in this trick, but #357 was at the head of the pack! If you'd like to skip the early stages of Donkey Kong Country, you can find a hidden warp zone between Coral Capers and Funky's Flights in the Kongo Jungle. As you walk between the two areas, tap the B Button very quickly to skip ahead to Orang-Utan Gang in Vine Valley. If the trick doesn't work at first, keep trying it; it doesn't matter which direction you're walking.



Tap B very quickly as you walk between the two areas.



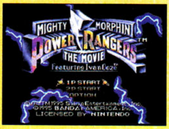
Now you're 13 stages ahead. Will that be your lucky number?

MIGHTY MORPHIN POWER RANGERS THE MOVIE™

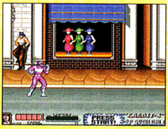
FROM AGENT #748

It's Morphin Time!

Listen up, Rangers! Here's a way to start the game in your fully-charged Power Ranger identity. On the title screen, press any button to make the one-or two-player options appear. Now press Up, Down, Left, Right, X, B, Y, and A. There will be a flash of lightning and a tone if you perform the code correctly. If not, you can try again without resetting the game.



Make the player options appear, use the code, then press Start.



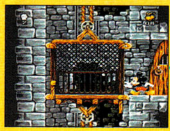
Your Power Meter will be empty, but you'll be in Ranger form!

MICKEY MANIA

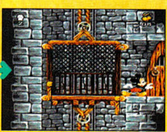
FROM AGENT #821

Another Mickey

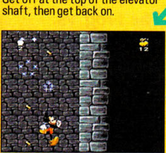
Just before the end of the second stage, you can take a short detour and meet another Mickey Mouse. At the top of the elevator shaft, you normally follow the path to the right to get to The Mad Doctor's lab. If you get back on the elevator, it will take you on a different path. Once you meet your twin, the screen will fade, and you'll appear outside the lab.



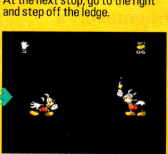
Get off at the top of the elevator shaft, then get back on.



At the next stop, go to the right and step off the ledge.



Collect items as you fall down the shaft.



Climb the invisible stairs and meet a twin who is terrified of you!

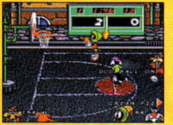
LOONEY TUNES B-BALL

FROM AGENT #520

Secret Moves

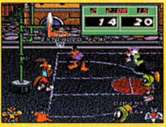
Here are a few of the secret codes that fans of that wascawwy wabbit and his looney friends have been clamoring for. Some of the codes affect overall game play, while others are special offensive or defensive plays. Executing these codes correctly can be tough (you have to tap them out quickly), so you may want to practice on the Code Hunt screen. These commands work with the default controller settings, and we've given the cost for each one.

Dog Ball



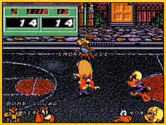
Press Right, Right, Right, Left, Left and Turbo to turn the Dog Ball option on and off. (Free)

Extended Play



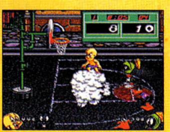
Add time to the clock by pressing Up, Right, Down, Left and Turbo. (Fifty cents)

Short Fuse



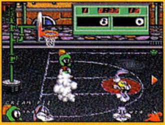
Light a bomb, then press Down, Down and X to give it a short fuse. (Five cents)

Random Fuse



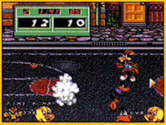
Give a bomb a random fuse by pressing Down, Down, Up and X. (Five cents)

Become Bugs



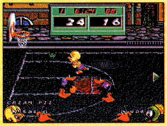
Press X, Turbo, X and Turbo to temporarily change your character into Bugs. (Five cents)

Become Elmer



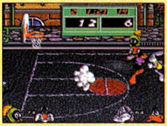
Wanna be Fudd? Press Right, Right, Up, Up and Turbo. (Five cents)

Become Daffy



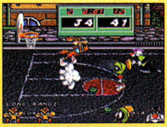
Press Right, Right, Down and X if you want to feel just ducky! (Five cents)

Become Sylvester



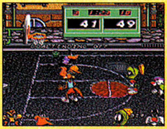
Let the puddy tat in you roam free by pressing Turbo, Turbo, Turbo and X. (Five cents)

Become Wile E.



Press X, Turbo, Turbo and X to cop some coyote attitude. (Five cents)

Goaltending



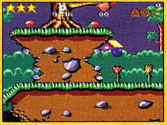
Turn the goaltending penalty off and on by pressing Left, Left, Up, Up, Right, Right and Turbo. (Free)

CLAYMATES

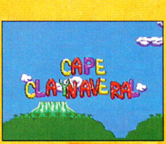
FROM AGENT #212

Get Out Of The Yard

To skip from Clayton's Yard straight to Cape Claynaveral, start the game as usual, but don't go down the tunnel at the beginning of the first stage. Instead, hop over the gap and stop at the first flower. Jump on the flower four times as quickly as you can, and you'll warp to the Cape. Time to squish off into adventure!



This innocent-looking flower hides a great secret. Jump on it four times to activate a warp.



You're a blob on the move, and nothing is going to stop you now!

CLASSIFIED INFORMATION

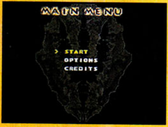
PRIMAL RAGE

From Agent #556

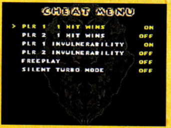
Cheat Menu

This code will be your ticket to defeating the rest of the old gods and taking total control of the renamed Urth! If you enter the code properly, a new option will appear at the end of the menu, giving you access to the Cheat Menu. The Cheat Menu allows you to defeat an opponent with one hit, become invincible and more!

On the main menu, place the cursor on Start, then press Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left and Right.



Make sure your cursor is on the Start option before you enter the code.


CHEAT MENU

```
> PLR 1   1 HIT WINS          ON
  PLR 2   1 HIT WINS          OFF
  PLR 1   INVULNERABILITY     ON
  PLR 2   INVULNERABILITY     OFF
  FREEPLAY                    OFF
  SILENT TURBO MODE           OFF
```

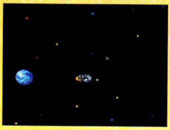
Use the Cheat Menu to give yourself awesome strength or invulnerability!

ROBOTREK™

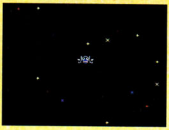
From Agent #493

Secret Library

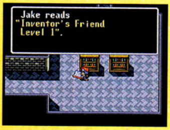
The key to learning how to build better robots in Robotrek is reading the Inventor's Friend books that you find scattered throughout the game. Our intergalactic liaison, Agent #493, has uncovered a hidden library on the planet Kirara. Before you take the Spaceship to the planet Choco, search the area about five spaces right and seven to nine spaces up from Quintenix. You'll find the complete Inventor's Friend collection, including the volumes on how to make Laser 3, Blade 4 and the Solar Pack!



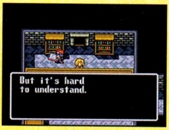
Starting at Quintenix, move to the right, just past that first yellow star, then go up.



Kirara is between the small blue star on the left and the large yellow star on the right.


Jake reads
"Inventor's Friend
Level 1".

Land on the planet and read everything. The trouble on Choco can wait a bit.


But it's hard
to understand.

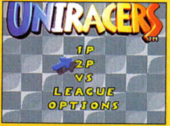
You may need to raise your levels to understand the advanced textbooks.

UNIRACERS™

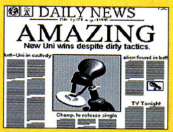
From Agent #677

Credits Code

Those little unicycles in Uniracers are anything but pushovers, and it can take quite a long time to get through the tougher tracks in the latter part of the game. If you'd like to jump ahead to the final screens, just wait for the title screen (the one with the one- or two-player options on it) to appear, then hold Down, L and R, and then press B. The screen will immediately dissolve, and then you'll see your champion unicycle gracing the front page of the local paper!



Hold Down, L and R, then press B on the title screen.


DAILY NEWS

AMAZING

New Uni wins despite dirty tactics.

Anti-Uni in custody

alien found in batt

TV Tonight

Champ. to release single

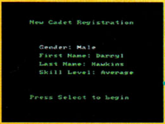
Presto! Now your unicycle can proudly ride off into the sunset.

STAR TREK® STARFLEET ACADEMY™

From Agent #171

Kobayashi Maru Code

As die-hard Trekkers know, Captain James T. Kirk was the only Starfleet cadet in history to ever beat the "no-win" Kobayashi Maru test at Star Fleet Academy. Now you can duplicate his legendary success! In Volume 74, we told you how to start a new game as one of the classic Star Trek characters, but any password you received would continue the game with one of the standard cadets. To continue a game as a special character, enter your password, but don't start yet. Press and hold L, R, and Select, then press A, B, A, B, X, Y, X and Y. Release all buttons and press Select to start. If you reach the final exam as Kirk, you'll be able to hail the attacking Klingon vessels and save the Kobayashi Maru!

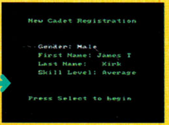


New Cadet Registration

Gender: Male
First Name: Darryl
Last Name: Hawkins
Skill Level: Average

Press Select to begin

To start a new game as a classic character, hold L, R, and Select on the Cadet Registration screen.

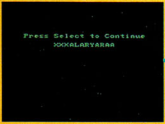


New Cadet Registration

Gender: Male
First Name: James T
Last Name: Kirk
Skill Level: Average

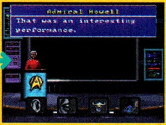
Press Select to begin

Now press A, B, A, B, X, Y, X and Y. Choose a character, then press Select to start the game.



Press Select to Continue
XXXALARYARAA

Repeat the code on the Password screen to continue your game.



Admiral Howell
That was an interesting performance.

You can now beat the "no-win" scenario! What will Starfleet think?

SUPER BOMBERMAN 2

From Agent #062

Color Change

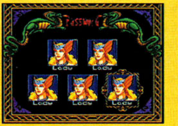
Here's a simple trick that allows you to choose your Bomberman's color scheme when you play the Battle Game. On the Player Select screen, each player can scroll through several choices by pressing Select. You can change the color schemes for Players Three and Four only if you have a multi-player adapter.

King Arthur & THE KNIGHTS OF JUSTICE™

From Agent #958

End Cinema Scenes

Travel to the Fifth Century and back again with Arthur King and his time-displaced football buddies in Enix's epic adventure. To witness the final triumph over Morgana, go to the Password screen and choose the Lady picture for each of the password slots. Press Start to witness the destruction of Morgana's fortress and the triumphant return of the true King Arthur to Camelot!



Choose the Lady picture for each of the password slots.

Sit back and watch the fireworks go off!

ALL AGENTS ON ALERT!

If you've got an awesome tip or a killer code, send it in! Be sure to include your three-digit agent number, so we can give credit where it's due. What are you waiting for? Warm up those brain pans, stretch those thumbs and get moving!

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

CLASSIFIED INFORMATION

NINTENDO POWER TOP SECRET

KILLER INSTINCT™

From The Treehouse

Exclusive Psycho Combos!!

Just when you thought you had Killer Instinct all figured out, those unruly folks in the Nintendo Treehouse discover incredible new combos! These babies are nearly unbreakable, and Nintendo Power has the exclusive!

Slappies

Slap combos (referred to as "Slappies" in the Treehouse) do not use auto doubles within the first three hits. Instead of openers and auto doubles, Slappies begin with a string of single punches, kicks and special moves executed at very high speeds. If you attack fast enough, the computer will be "fooled" into registering a combo. For example, one Slap combo for B. Orchid starts off with an Ichi (Ni-San), Fierce Punch and another Ichi (Ni-San) for three hits. This sequence can stand on its own as a Triple combo, or you can add more quick "slaps." Slappies are incredibly fast and nearly impossible to break. They will also work with most any ender. Even with an ender, a Slappy will still be too fast to break in most cases, and you'll get extra hits and bonus points. You can add on auto doubles and linkers, but you'll be more vulnerable to combo breakers. All of the KI combatants can do Slappies, and it's just a matter of finding non-auto double attacks that can be strung together fast enough. There's no single pattern that will always produce a Slappy, but we've listed a few for you to try out. You'll note that some Slappies have only two attacks before the ender, but with the ender, you'll be credited with a Triple or Super combo.

PRACTICE PRESS START

If the combo calls for a charge move, start charging early.

PRACTICE PRESS START

Trust us; these combos are blindingly fast!

B. Orchid

Medium Ichi (Ni-San), FP, Medium Ichi (Ni-San), FP, Medium Ichi (Ni-San), ender (recommend Fierce Lasaken)

Jump-in FK, MK, ender

T.J. Combo

Powerline, FK, Reverse Spinfist, ender

(P) FP, Jump-in FK, MK, Reverse Spinfist, (R) FP, FP

Chief Thunder

Toward + FP, Quick Sammamish, ender (recommend Phoenix)

Jump-in FK, Toward + FP, Quick Sammamish, ender

Jago

Laser Blade, MP, MP, ender

Jump-in FK, FP, Laser Blade, ender

Cinder

Jump-in FK, MK, Reverse Heatfist, ender

Heatfist, FK, Medium Fireflash, juggle

Fulgore

Eyelaser, Toward + FK, ender (recommend Quick Plasmaport)

Riptor

Fierce Riptor Rage, Uppercut Slash, ender (recommend Flaming Venom)

Quick Jump Rake, QK, Fierce Tailflip, ender (recommend Flaming Venom)

Glacius

Fierce Cold Shoulder, Ice Lance, ender (recommend Fierce Liquidize)

Spinal

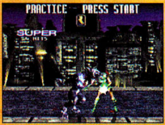
Jump-in MK, FK, Footslide, ender

Sabrewulf

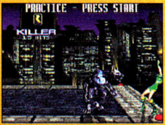
Jump-in FK, FP, Sabrecut, juggle FK, Fierce Sabrespin, ender

Break-Ups

The Break-Up is a technique that allows you to extend some combos that use reverse charge moves. If you execute a reverse charge move and an auto double twice in a row, the second auto double will often score a knockdown, and the combo will end. However, if you do a jump-in Medium Punch and Fierce Kick combo first, then immediately start the reverse charge combo, you may not get a knockdown. You can then add another reverse charge move and an ender. The second combo must be started as soon as the Triple combo message appears. This pattern will work with just a few of the fighters, including Chief Thunder, Sabrewulf and Spinal.



The timing is very tricky, and you've got to be fast!



If you're lucky, you'll be able to extend the combo.

Slo-Mos

While all of the fighters can use Slappies, only a few can perform Slo-Mo combos, which slow them down dramatically during the ender. To see if your character can perform a Slo-Mo, find a combo with an auto double that will cause a knockdown. Now execute the combo and add an ender a split-second after the auto double. The key here is speed, and press/release enders work the best. In some rare cases, you'll get a slow motion effect. There's no way to predict which combos will work, but here are a few that do. Because speed is so crucial, any charge moves should be started early.

Fulgore

Fierce Cyberdash, Eyelaser, QP, Press/Release Plasmaport

Glacius

FK, Medium Cold Shoulder, FP, Press/Release Shockwave

T.J. Combo

FK, Fierce Knee K.O., QP, Fierce Knee K.O.

Eyedol and Turbo Mode

We've saved some of the best for last! To enter the KI arena as the awesome Eyedol or to access the turbo mode, use the following codes on the VS. screen. Get to your neutral corners, then come out fighting!

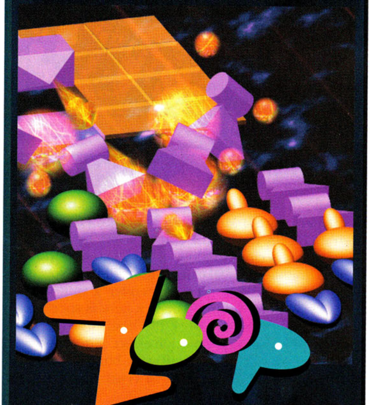
Eyedol Choose Cinder, then on the VS. screen, hold Right and press L, R, X, B, Y and A

Turbo On the VS. screen, hold Right and press all punch buttons

Turbo x2 On the VS. screen, hold Right and press all kick buttons

Turbo x3 On the VS. screen, hold Left and press all punch buttons

Slow Motion On the VS. screen, hold Left and press all kick buttons



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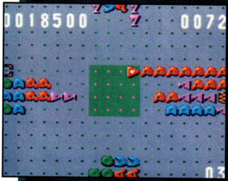
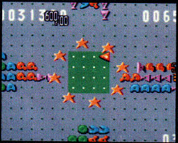
A Fast and Furious Puzzle Pak

Tired of Tetris? Skipped out on an appointment with Dr. Mario? Maybe what you need is a fresh approach to the whole "match and zap" puzzle theme, which is what you'll find in Viacom New Media's Zoop. Besides having a unique four-way playing field, this innovative puzzler features interesting power-ups and game play that accelerates very quickly, even at the lower difficulty settings. Die-hard puzzle fans are sure to find lots of challenge here!



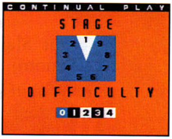


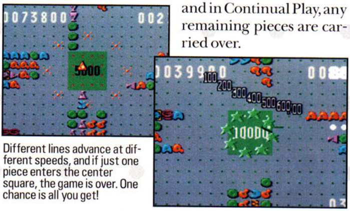
ONE PUZZLE, TWO PUZZLE

The aim of the game is to shoot the advancing pieces before they reach the center square. You'd better believe that this is tougher than it sounds!

Continual Play

Shooting pieces sounds easy enough, but the twist is that your blaster must be the same color as the piece you're eliminating. If your blaster is a different color, it will swap colors with the piece, and the piece will remain in play! You must eliminate a certain number of pieces to advance to the next level, and in Continual Play, any remaining pieces are carried over.

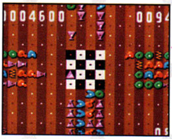


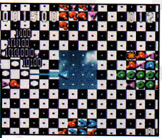


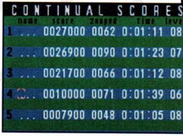
Different lines advance at different speeds, and if just one piece enters the center square, the game is over. One chance is all you get!

Level Play

In Level Play, the grid will clear after every level. You still have to deal with the changing background, though, which is more of a factor than you might think. The designers found that different patterns can draw your eyes in different directions, taking your attention away from certain areas of the screen. Before you know it, blammo! A bunch of pieces sneaks up on you!






CONTINUAL SCORES

name	score	zapped	time	level
1 ...	0027000	0062	0:01:11	08
2 ...	0026900	0090	0:01:23	07
3 ...	0021700	0066	0:01:12	08
4 ...	0010000	0071	0:01:39	06
5 ...	0007900	0048	0:01:05	08

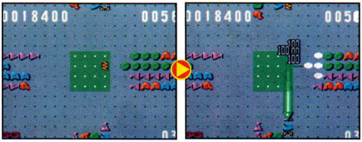
Both play modes allow you to start anywhere from Level One to Level Nine. If a certain level is giving you grief, you can begin there.

GET 'EM TO GO

There are four types of power-ups, and you shoot them to pick them up. They appear at random around the grid, and each power-up icon is good for one use.

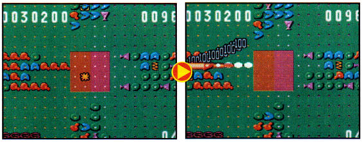
Proximity Bomb

The Proximity Bomb wipes out the piece you shoot at and all of the pieces that are next to it. This includes pieces that are horizontally, vertically and diagonally across from the one that you shoot.



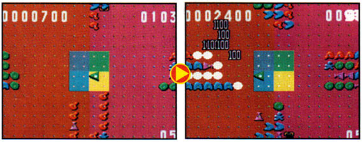
Line Bomb

True to its name, the Line Bomb obliterates an entire line of pieces, no matter what mix of colors it has in it. When you use any of the power-ups, your blaster will take on the color of the piece you shoot at.



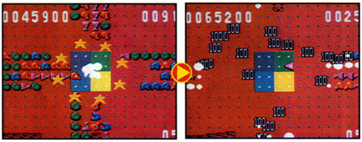
Color Bomb

The Color Bomb eliminates all the pieces in a single area that are the same color as the piece you hit. If the middle part of a line is destroyed, the gap won't close, and any pieces close to the center will still be a threat.



Bonus Spring

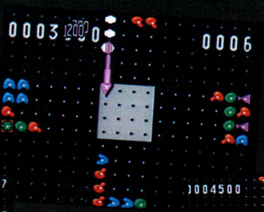
Collecting five Bonus Springs will eliminate all the pieces on the playing field. The effect is immediate, so you can't rack up extra bonus points by waiting for more pieces to appear, then using the springs.

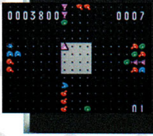


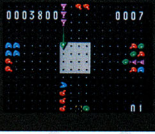
POWER-UP

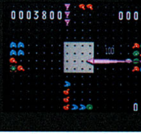
Zoopin' And Zoomin'!

Because of the random nature of the game, you'll need several strategies. First, alternate between lines with the same two pieces. Second, keep the rows as orderly as possible. Use single pieces to change your color, rather than a piece at the head of a mixed line, and look for lines that only need a change or two to make them a single color. Third, don't wipe out a power-up with another power-up.

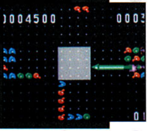




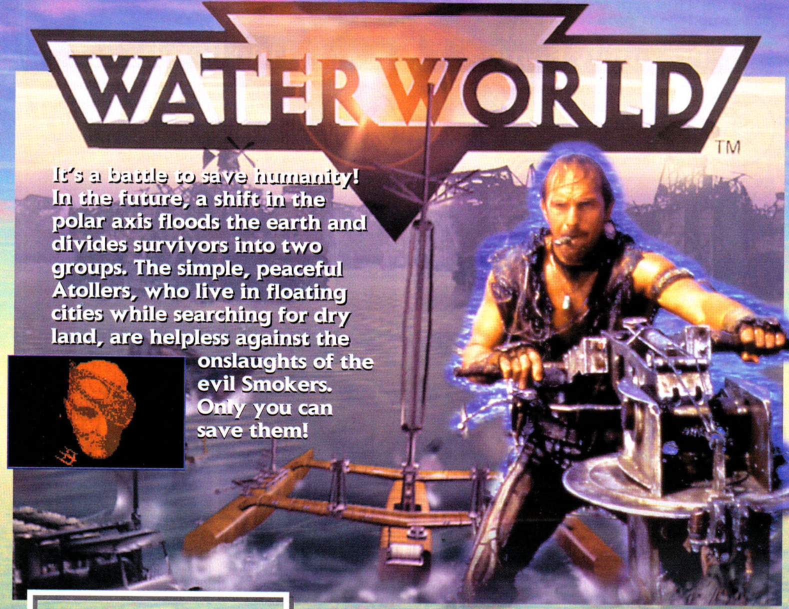




Use your power-ups on sections that would otherwise be tough to destroy, not necessarily the ones with the most pieces. Above all, don't panic!

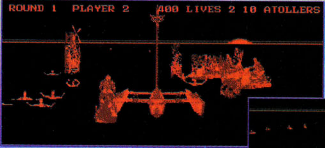


Scuttle the Smokers in Ocean of America's full-throttle new game!



It's a battle to save humanity! In the future, a shift in the polar axis floods the earth and divides survivors into two groups. The simple, peaceful Atollers, who live in floating cities while searching for dry land, are helpless against the onslaughts of the evil Smokers. Only you can save them!

HIGH ACTION ON THE HIGH SEAS



As many as nine can play in alternating mode. Each player starts with three lives but loses one by being hit by a Smoker.

Each round of Ocean's new shoot-'em-up thrusts you into the midst of battle, as you're ambushed by a squad of crazed Smokers trying to finish off a half-wrecked Atoll! Rocketing over the ocean in wave riders, the Smokers will try to scoop Atollers out of the water and whisk them back to their diabolical leader, the Deacon. They haven't counted on running into flak from you and your Trimaran, though! The most interesting variation on this standard shooter is the 360-degree action. Smokers can attack you from any angle, including behind! Thanks to Virtual Boy's amazing depth-of-field, the bad guys rush up with blinding speed. Spin fast and shoot faster if you want to beat them!

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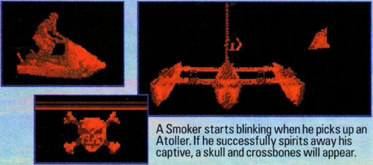
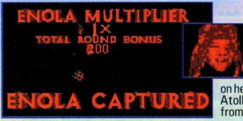
BAD GUYS GO BLUB-BLUB

Douse the Smokers with cannon fire until there are none left. Be warned, though, these aquatic adversaries can skip out of your sight, only to reappear from the opposite direction. Should the Smokers grab all the Atollers, you'll have to fight off a posse of PT boats!



A Smoker starts blinking when he picks up an Atoller. If he successfully spirits away his captive, a skull and crossbones will appear.



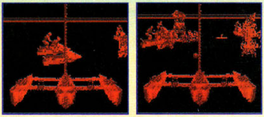
You get 100 points for each Atoller saved. The blinking Atoller is Enola, who has a precious map leading to dry land tattooed on her back. Save her and your Atoller bonus will increase from two to eight times.

NO SMOKERS ALLOWED

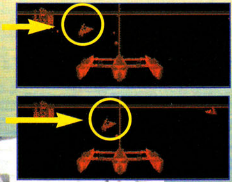
With each successive round, the Deacon unleashes waves of ever-deadlier adversaries. To make matters worse, ravenous sharks prowl for helpless Atollers. It will take a cool hand on the tiller and the trigger to stay alive and defeat all the enemies. Are you up to the task?

THE BROAD SIDE OF A BARBARIAN

It's a lot easier to hit the Smokers from the side than it is when they're charging head-on or running away from you. Try waiting just outside an Atoll and blasting the Smokers as they rush in to grab the Atollers.



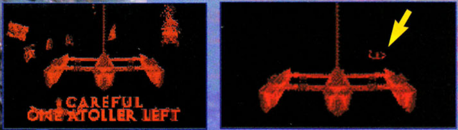
READY, AIM, SMOKE'EM!



You can squeeze off as many as four shots at once. Use them all to zero in on the Smokers. Unfortunately, some of the Deacon's wilier henchmen will anticipate your shots and take evasive action. Your best tactic is to drift and fire at clumps of them. Always keep an eye out for the lone kamikaze attacking you from the rear!

STAND AND DEFEND

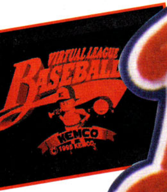
It's sink or swim time when there's just one Atoller left in the water. Stay close to the survivor and wait for the bad guys to come to you. Spin frequently to make sure no Smoker is sneaking up from behind. You can also tap the Down button to get a quick aerial view of the action.



Swing batta, batta! Take a crack at Virtual League Baseball!

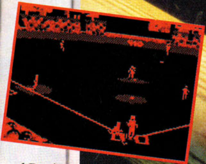
The World Series has come and gone, but there's always room on a baseball fan's schedule for a little more of America's favorite pastime. Kemco is stepping up to the plate with Virtual League Baseball, the newest game on the growing lineup of titles for the Virtual Boy.

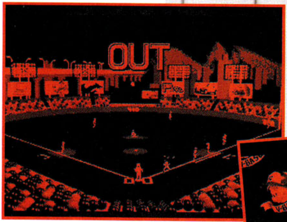
VIRTUAL LEAGUE Baseball™

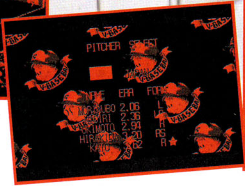

VIRTUAL LEAGUE
BASEBALL
KEMCO
© 1995 KEMCO

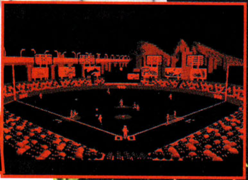
Head out onto the virtual diamond for some world-class competition!

Baseball is a video game staple, so it's no surprise that Virtual League Baseball takes its cues from past titles, using a behind-the-batter perspective and allowing for single game, All-Star game and Pennant Race play with teams and leagues from around the world. There aren't as many game play options as you might expect, but you can use designated hitters, which is a rarity. Though Kemco could've taken better advantage of the Virtual Boy's 3-D capabilities, the game succeeds without extensive special effects.



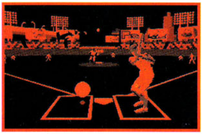


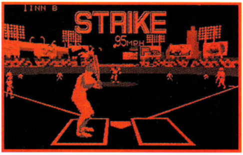

PITCHER SELECT
JAPAN
NAME ERA FORM
MORIKUBO 2.06
IRI 2.36
OKIMOTO 2.94
HIRAKI 3.20 RS
KATO 3.62



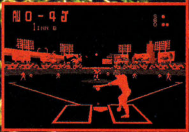
Here's the one-two pitch!

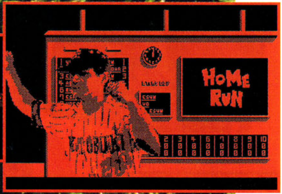
Most baseball fans will want to know first how the offensive game stacks up. Pitch control is good, and a power meter allows you to set the strength of a throw. Hitting the "sweet spot" on the meter produces a fast ball, while going past that mark produces a slower pitch and tires your pitcher much faster. Batting is straightforward, but since you don't really see where a ball connects on the bat, correcting your swing involves some guesswork. A bit of practice, though, should help you bring your averages up to snuff.




1INN B
STRIKE
95MPH

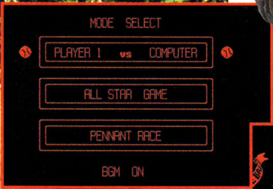
Despite some sense of depth, the straight-on view sometimes makes it difficult to see when the ball is in the strike zone.

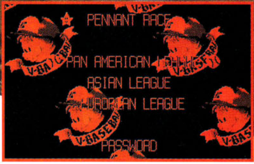


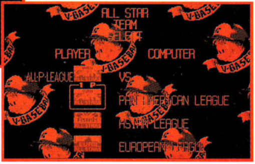


Play ball!

In the Vs. mode, aspiring big leaguers can select their teams and their opponents from among eighteen ball clubs in the Pan-Am, Asian and European Leagues. The All-Star mode combines the best of the leagues into three teams, and the Pennant Race mode sets your chosen national team on the road to the World Championship, with passwords given out along the way. Of course, this is strictly a one-player experience, but your computerized opponents offer good levels of challenge and show a lot of variety in play.

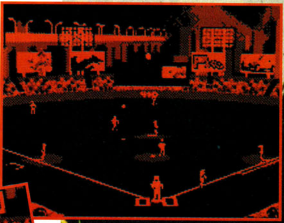

MODE SELECT
PLAYER 1 vs COMPUTER
ALL STAR GAME
PENNANT RACE
BGM ON

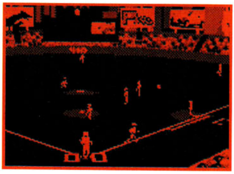

PENNANT RACE
PAN AMERICAN LEAGUE
ASIAN LEAGUE
EUROPEAN LEAGUE
PASSWORD
V-BASEBALL

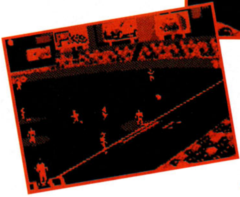

ALL STAR TEAM SELECT
PLAYER
COMPUTER
ALL-P-LEAGUE
VS
PAN AMERICAN LEAGUE
ASIAN LEAGUE
EUROPEAN LEAGUE
V-BASEBALL

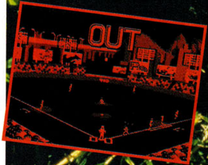
A spectacular diving catch!

As soon as a batter makes a hit, the screen switches to a wide-angle, overhead view for fielding. Part of the view is taken up by graphics of the surrounding stands, so the field and the players are rather small. This sometimes makes it seem as if the fielders are running too slowly. The fielders move as one unit, and you'd best be careful which one you choose to go after a ball. On the flip side, the speed of their throws seems right, and you can soon get a feel for the scale of the field.









All Stars

As mentioned before, the players show a lot of variety, displaying skills in keeping with their stats. The following charts list some of the top players on each team, which should help you pick the team that's right for you.

All Star Fielders

Team	Player	Team	Player	Team	Player
USA	Skynerd	Chile	Santiago	Italy	Ferraro
	Pepper	Argentina	Prende		Vongole
	Garcia		Chavez	Switzerland	Carmodi
	Miller		Peron		Valentino
Canada	McGee		Zapata		Hagen
	Pelland		Silva		Trudeau
Cuba	Panatella		Rio	Japan	Nihei
	Chavez		Felix	Taiwan	Mah
	Montana	France	Tremblay		Fong
	Battista		Rainier	India	Ludhu
	Ricardo		Perignon		Bansal
	Prinz		Richard		Tikka
Dominican Rep.	Estavez	UK	Smith		Patel
	Fernandez		Murphy		Basmati
	Agua		Rogers	Saudi Arabia	Khayyam
	Bandana		Wilson		Ali
Chile	Esquibel		Sanders		Habib
	Silviera		Treacle	Singapore	Lee
	Gutierrez	Germany	Warsteiner		Chow
	Goncalves		Wolf		Chin
	Gomez	Russia	Spatski	Australia	Neill
	Manero		Pavelich		Platypus

All Star Hitters

Team	Player	BA	H	RBI
Japan	Okuhara	291	37	101
	Shiroishi	270	40	120
Taiwan	Kwong	405	35	105
India	Bansai	253	25	99
Saudi Arabia	Fakir	303	30	73
Singapore	None			
Australia	None			
France	Bardot	317	41	128
United Kindom	Murphy	310	56	118
Germany	None			
Russia	Volkov	265	22	86
Italy	None			
Switzerland	Trudeau	405	45	145
USA	None			
Canada	Beaver	309	14	53
Cuba	Battista	257	24	90
	Arias	225	5	19
Dominican Rep.	Rojas	278	0	37
Chile	Cuervo	210	21	55
Argentina	Chavez	329	12	60
	Lemchuk	267	30	117
	Enrico	245	32	110

All Star Pitchers

Team	Player	ERA
USA	Miller	2.13
Canada	McManus	3.01
Cuba	Corona	1.61
Dominican Rep.	Vargas	2.27
Chile	Santiago	2.71
Argentina	Peres	2.64
France	Picard	2.29
UK	Raffay	2.91
Germany	Schiffer	2.16
Russia	Schmirnoff	1.37
Italy	Nitti	2.61
Switzerland	Krueger	2.34
Japan	Morikubo	
Taiwan	Lew	2.92
India	Prasad	3.76
Saudi Arabia	Oman	2.82
Singapore	Lone	3.61
Australia	Xavier	3.87

Pennant Passwords

It's a long, hard road to the World Championship, and if you win a majority of the games in your league, you must still face the champions of the other two leagues. To help you on your way, we've listed passwords that will start you off at four or five wins and no losses. We've also included a special password that pits the Japanese national team against the mysterious Miracle Team. Batter up!

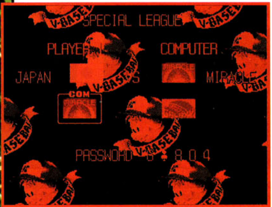
Australia	4 Wins	?8083
Cuba	4 wins	28414
USA	5 wins	0!♣43
UK	5 wins	♦!!♠1

Play the Miracle Team

Japan	7 wins	6♣804

BATTING ORDER
NAME
SMITH
DIXON
SPENCER
MURPHY
ROGERS
HARRIS
JOHNSTONE
ARMSTRONG
SANDERS
MCCONVEY
GUINESS
EXIT

BATTING ORDER
AVG HR POS
USA
NAME AVG HR
ALSTED
JACKSON
SKYNERD
KENT
O'CONNOR
DURHAM
BAUFIELD
MILLER
PEPPER
GARCIA
SMITH
RODRIGUES
JEFFERSON
EXIT


SPECIAL LEAGUE
PLAYER
COMPUTER
JAPAN
MIRACLE
COM
PASSWORD 6 ♣ 8 0 4

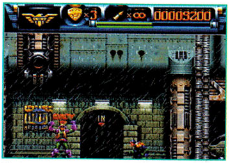
COUNSELORS' CORNER

Super NES JUDGE DREDD

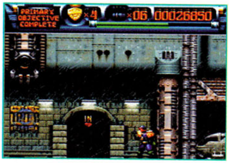
Ken Barger

HOW DO I ENTER THE EXIT DOOR?

Each area in Judge Dredd has an Exit Door, but you can't go through one until you complete the primary objective for the mission. A small red message in the upper left corner of the screen flashes "Primary Objective Complete" after you finish each mission. You can enter an Exit door if this message is flashing. The sign above the door also rises and falls. Behind the Exit Door awaits your next assignment.



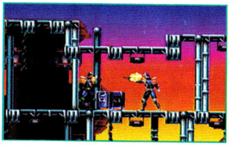
You can't enter the Exit door until you have met the Primary Objective of your mission.



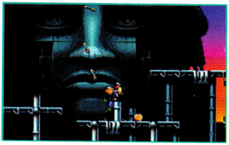
After completing the Primary Objective, the Exit Door will begin to flash on and off.

HOW DO I DEFEAT RICO?

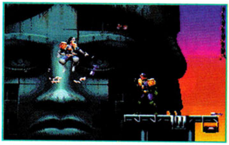
Rico is Judge Dredd's evil twin. The first step to beating him is to make him activate his Anti-Grav belt. Hit him with five Incendiary Missiles to get him airborne, then move to the bottom of the screen and start firing Heat Seekers or Double Whammies. These weapons work best since they home in their targets. If you're not carrying this ordinance, don't worry about it—any other weapon will also slow him down. When Rico is hit, he drops a special weapon canister. This is the only device that can defeat him. It takes roughly ten hits with the weapon to destroy Rico. Collect at least fifteen special weapons before you open up and send your evil twin packing.



The first step to defeating Rico is to get him airborne—but beware, there's nowhere to hide!



Rico drops a special weapon canister each time he is hit by one of your shots.



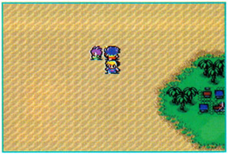
The special weapon is the only item that can effectively neutralize your evil twin.

TECMO SECRET OF THE STARS

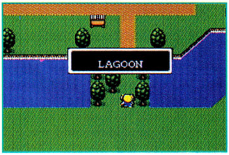
Dean O'Connor

HOW DO I ESCAPE THE MIRAGE?

The mirage near the town of Lagoon is tricky, but there's an easy escape route. Note that the game music changes when you enter the mirage. Starting from the town, move right one step and down one step and keep repeating this pattern until you reach the town of Lagoon again. When you re-enter the town the music changes back to normal and the mirage vanishes.



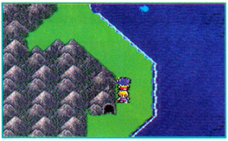
Stuck in a mirage? Keep moving right and down until you reach the town again.



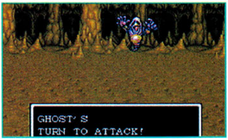
When you re-enter Lagoon, the music changes back to normal. Now you can continue on your quest.

WHERE IS BADBAD LOCATED?

BadBad has transformed the inhabitants of Beegees into a pack of raving canines. The only way to change the citizens back to normal is to defeat Bad Bad. BadBad lives in a log cabin on a nearby mountain. Enter the cave south of Beegees and work your way through the caverns. You must use magic to defeat the ghosts in the cave—you'll miss if you use your weapons. When you enter the cabin, climb upstairs and follow the path to the evil BadBad.

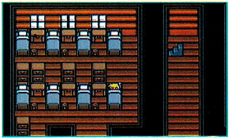


Go south of Beegees to the mountainside cavern. This cave leads to BadBad's cabin.



GHOST'S TURN TO ATTACK!

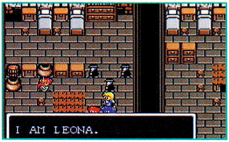
The ghosts in the cavern cannot be defeated unless you use magic attack spells.



If you're low on hit points, sleep in the bed in Bad Bad's Cabin to regain your energy.

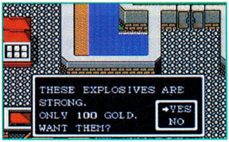
HOW DO I GET LEONA TO JOIN?

After getting Cody to join your party, return to the poor section of Decatus and enter the middle house. This door was locked until you rescued Cody. You're just in time to see Leona get abducted. Go to the Armor Shop and walk right until you reach the water. Walk down along the shoreline and then right three steps. Press the A Button to talk to the hidden shopkeeper. Purchase the Time Bomb at the hidden shop and walk up along the green path on the right side of the poor section of Decatus. Stand in front of the indentation in the wall and use the Time Bomb. Now you can enter the exclusive rich section of Decatus and go to the house behind the Weapon Shop. Take a rest and restore your party's energy. The next morning, Leona will join you in your quest.



I AM LEONA.

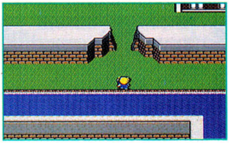
You see Leona for the first time when you enter this house in the poor sector of Decatus.



THESE EXPLOSIVES ARE STRONG.
ONLY 100 GOLD.
WANT THEM?

➔YES
NO

Find the hidden shop and purchase the Time Bomb. You must have Cody in your party.



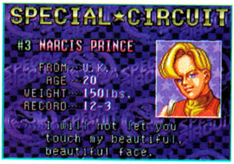
Use the Time Bomb on a small section of wall outside the wealthy sector of Decatus.

SUPER PUNCH-OUT!!

HOW DO I REACH THE SPECIAL CIRCUIT?

Eli Wolff

To pound it out in the Special Circuit, you must be undefeated in the Minor, Major and World Circuits. This means your fighter must have a record of four wins and no losses in all three circuits. If you did this and you still can't get to the Special Circuit, erase the data in every file and try again. Unlicensed game products destroy your chance to fight, even after you disconnect the device.

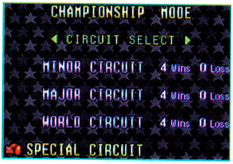

SPECIAL★CIRCUIT

#3 NARCIS PRINCE

FROM…U.K.
AGE…20
WEIGHT…150lbs.
RECORD…12-3

I will not let you touch my beautiful, beautiful face.

The Special Circuit is packed with the hottest heavyweights in Super Punch-Out!!


CHAMPIONSHIP MODE

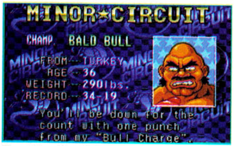
◀ CIRCUIT SELECT ▶

MINOR CIRCUIT 4 Wins 0 Loss
MAJOR CIRCUIT 4 Wins 0 Loss
WORLD CIRCUIT 4 Wins 0 Loss
SPECIAL CIRCUIT

You must have a perfect record in the Minor, Major and World Circuits to reach the top.

HOW DO I DEFEAT BALD BULL?

Bald Bull, the Turkish Terror and Minor Circuit champ, packs plenty of power in his punch. The key to defeating the heavyweight is to counter his attacks with perfect timing. Soften Baldy up with body blows and wait for his charge attacks. Bald Bull has a three-hop and a two-hop attack. You can stop him if you counter with a Left Body Blow on the last hop. Watch Bull when he backs up to the rope—did he hop backward three times or just two? Now you know how much room he has to charge forward.

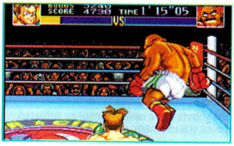

MINOR★CIRCUIT

CHAMP. BALD BULL

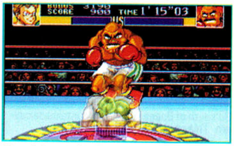
FROM…TURKEY
AGE…36
WEIGHT…290lbs.
RECORD…34-19

You'll be down for the count with one punch from my "Bull Charge".

Time things just right, and you can knock this charging Turkish Toro to the floor.



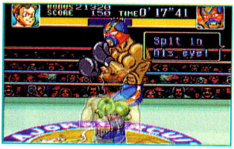
Counter Bull with a perfectly timed Left Body Blow on the last hop of his charge.



The trick to taming Bull is to count how far he hops backward before he charges.

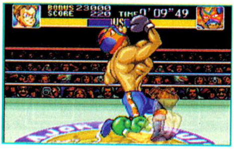
HOW DO I DEFEAT THE MASKED MUSCLE?

It's no secret that the Masked Muscle doesn't fight fair. Given the opportunity, he'll spit in your eyes and temporarily blind you, then charge with a brutal head butt. Overcome these dirty tricks by dodging Muscle's tactics, but when you do, hesitate a brief moment before you hit the Dodge button. For example, when you see the message telling the Masked Muscle to spit in your eye, wait until he moves his head back and puckers up before holding the Dodge button, then come out punching. The dodge method also works on the Head-Butt attack. Wait until the Masked Muscle lifts his leg before dodging left or right and countering with your own tricky body blow.

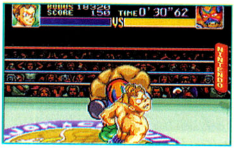


Spit in his eye!

Muscle blinds his opponents with spit. If this happens, dodge until the effect wears off.



Beat the Masked Muscle by waiting until the last moment to hit the Dodge button.



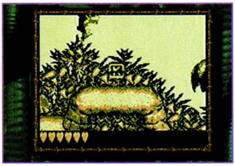
Use the hesitation technique on the Masked Muscle's charging Head-Butt attacks.

DONKEY KONG LAND

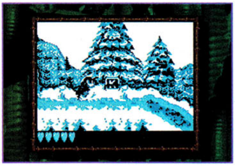
Julia Coates

HOW DO I SAVE MY GAME?

You can save your game by spelling out "KONG" when you complete a level. You must collect the K, O, N and G letters in one stage, not several stages. Fans of Donkey Kong Country for the Super NES might remember that spelling out "KONG" in that game gave them an extra life. Most DKL players return to earlier, easier stages to find all the letters and save their game.



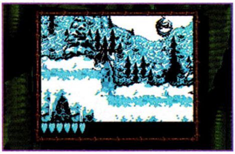
In each level are the letters K, O, N, and G. Spell "KONG" to save your progress.



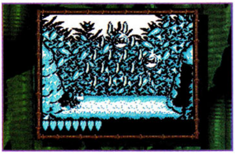
Having difficulty in the advanced stages? Return to an easy level and collect the letters.

HOW CAN I GET EXTRA LIVES?

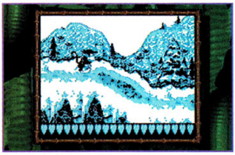
You pick up an extra life each time you collect 100 bananas or a 1-up balloon. One method to adding extra lives is to revisit Level 1-2 repeatedly. As you start the stage, run right and jump for the 1-up balloon. Enter the bonus stage and collect two more balloons, leave the bonus area, pause the game and press the Select Button to exit the level. Re-enter Level 1-2 and repeat the process. You can quickly pick up three lives each time you repeat the level. Although the game stops displaying your heart totals when you exceed twenty lives, you can keep adding extra credits. Good luck!



Diddy be nimble, Diddy be quick! Run and jump to nab this 1-up balloon in Level 1-2.



Enter the Bonus area, pick up two more lives, then pause the game and exit Level 1-2.



The life meter goes up to only twenty hearts, but you can keep adding credits.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

BALLZ 3-D

Q: How do I enter the Hyper Mode?
A: Press the A Button nine times on the title screen (the screen will flash). Now the game plays much faster.

Q: How do I execute a Finishing Move?
A: Press Down three times when your opponent has a life line of 2.5 life balls or less.

OPERATION EUROPE

Q: How do you bring up a Regiment's experience level?
A: Defeat or force a stalemate on the enemy in battle.

Q: Can you make Allied Paratroopers in the First Scenario?
A: No. The French received little Allied support during this engagement.

FIFA INTERNATIONAL SOCCER

Q: Which teams are the best?
A: Italy and Germany.

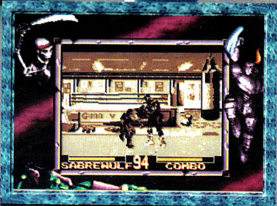
Q: Hey, the game didn't give me a password! What's up with that?
A: You don't receive a password in Exhibition Mode.

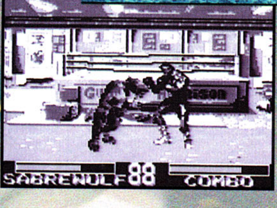
KILLER INSTINCT™

Nintendo GAME BOY

PORTABLE PUNISHMENT!

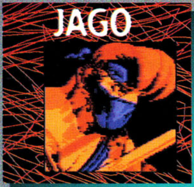
For those who can't get enough of the best fighting game of all time, here's something really tasty for you: the Game Boy version of Killer Instinct! Now you can get your KI action "to go," taking the best features of the arcade and 16-bit mega-hits along with you. Riptor and Cinder don't make an appearance, but most of the special moves, combos, arenas and even simplified versions of the original soundtrack are here. There's even a Practice Mode that lets you perfect your fighting technique without getting whacked in return!



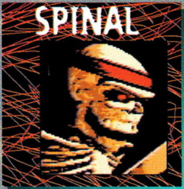


AWESOME EIGHT

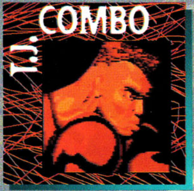
The carnage continues as eight of the original ten fighters take the KI tournament on the road. Many of their signature moves have been retained, and the control sequences have been simplified for the Game Boy version. Launch a Quick Punch or Quick Kick with a tap on the A or B Button, and perform a Fierce Punch or Fierce Kick by pressing and holding the appropriate button. There are no Medium blows.



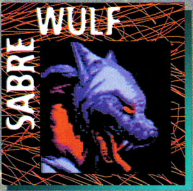
The mysterious Jago continues his quest for knowledge in a harsh world.



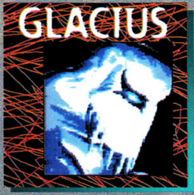
Life holds no meaning for Spinal, save for the clash of battle!



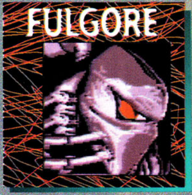
He could've been a contender, but who knows what will happen now?



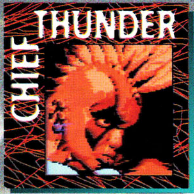
Sabrewulf wonders if the human within him will ever be free.



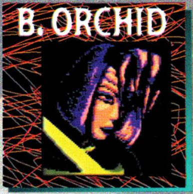
This icy alien hasn't given up his dream of someday returning home.



Fulgore returns for more battlefield testing, and he's even more deadly!



Thunder is determined to find his missing brother, Eagle.



How much longer can Orchid conceal her true identity and purpose?

PRESS START

COMBOS

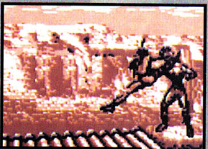
Like its predecessors, KI for the Game Boy has a multitude of combos just waiting to be discovered. They are executed in the same way that combos are performed in the arcade and Super NES versions of the game, with openers, auto-doubles, linkers and enders. Yes, there are even 21-hit Ultra Combos, if you're clever enough to figure

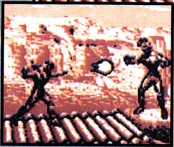
BIG TIME ACTION

The play control for this game is superb, and since there are only four basic punch and kick commands, executing combos is sometimes much simpler than in the Super NES version. The new control arrangement is easy to get used to, and it won't be long before you're taking down anyone foolish enough to challenge you in the Game Boy KI arena!

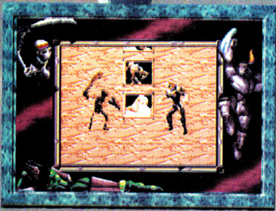
JAGO

Jago is still one of the fastest combatants in the KI arena. The Laser Blade is certainly swift, but with his speed, basic kicks (even Fierce Kicks) are sometimes more useful than the special moves. The Endokuken fireball has pretty good speed, but its greatest advantage is its size, which makes it hard to dodge.



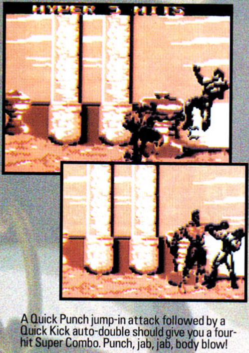


The Wind Kick will carry you across the length of the screen, an especially quick move at this scale.



T.J. COMBO

Even though his Fierce Kick is really a second Fierce Punch, Combo has a lot of variety, and you can fake-out your opponent by switching from a Powerline to a Rollercoaster in the middle of your run! Other moves include the Runstop, Knee K.O., Turn Punch and Cyclone.

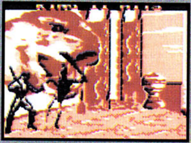


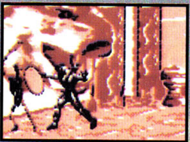
A Quick Punch jump-in attack followed by a Quick Kick auto-double should give you a four-hit Super Combo. Punch, jab, jab, body blow!

SPINAL

Most of Spinal's bag of fighting tricks has been carried over to the Game Boy version of the game, including the Searing Skull and the infamous Skeleport. The ever-popular Footslide is here, too, ready to knock your opponent for a loop when all other attacks fail!

SPINAL V GLACIUS

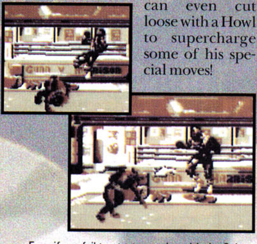




You still need to use the Power Devour, to absorb any projectiles hurled at you, before you can throw a Searing Skull at your opponent.

SABREWULF

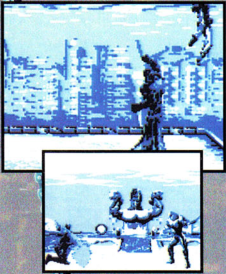
Killer Instinct's resident werewolf returns at his slap-happy best, ripping out his trademark Sabrespin, Sabrecut, Flaming Bat and more. He's as fast as he ever was, and you can even cut loose with a Howl to supercharge some of his special moves!



Even if you fail to start a combo with the Sabreroll, you're still in a good defensive position.

GLACIUS

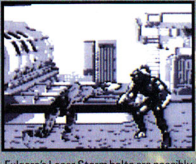
Glacius doesn't have as many special moves as some of the other warriors, but when combined, they are particularly devastating. You can use the Liquidize maneuver to strike in front of or behind your opponent, while the Ice Lance is handy for fending off most any mid-level or airborne attack. The Shockwave is powerful, but it leaves you vulnerable.



Once you launch a Shockwave, you won't be able to move again until after it hits the target.

FULGORE

Having no less than eight special moves programmed into his Game Boy form, Fulgore is one of the best equipped KI combatants. You can throw from one to three Laser Storm bolts, Plasmaport your way around your opponent, Reflect projectiles off your body and Cyberdash across the screen—and that's just the beginning!

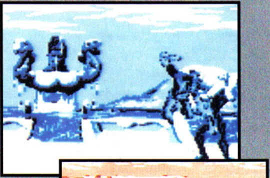


Fulgore's Laser Storm bolts are possibly the fastest projectiles in the game.

PRESS START
TO EXIT

CHIEF THUNDER

Fan favorite Chief Thunder blasts the competition with the Triplax, Phoenix and his signature Sammamish attack. In addition, there is a mid-air Tomahawk attack that will send you hurtling down towards your hapless opponent, your twin axes blazing with energy!

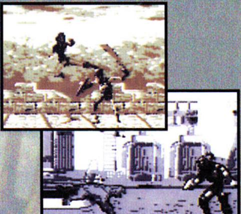


The slashing Sammamish is a popular move with players and professionals alike.

WINNER !
PLAYER 1

B. ORCHID

With moves like the Lasaken, Ichi Ni-San, Flik Flak, Fire Cat to name just a few, special operative B. Orchid could give a certain British secret agent a run for his money!



It's hard to see the difference between the regular and low Fire Cat attacks, so the element of surprise is on your side!

SUPER
STAR WARS
RETURN OF THE JEDI
TM

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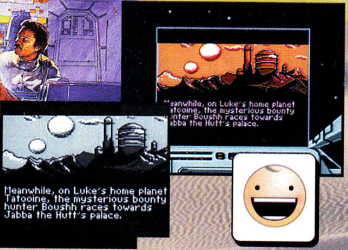
NONSTOP ACTION

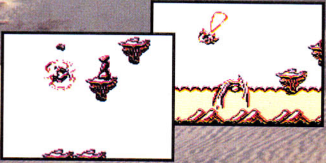
highlights this new game that's based on the adventures of the most famous starfighters in history. TH•Q has retained all five heroes and 11 of the 19 stages from JVCs topnotch Super NES game of the same name. The result is a remarkably deep and varied Game Boy entry. The action doesn't let up as you rescue Han Solo, battle Imperial forces on Endor, fight the dark side of the Force, and finally destroy the new Death Star!

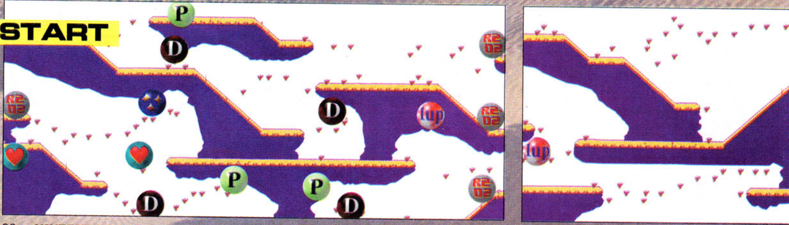

'eanwhile, on Luke's home planet
atooine, the mysterious bounty
unter Boushh races towards
abba the Hutt's palace.

Meanwhile, on Luke's home planet
Tatooine, the mysterious bounty
hunter Boushh races towards
Jabba the Hutt's palace.

THE DUNE SEA

In The Empire Strikes Back, Darth Vader captured Han Solo and froze him in carbonite. Rumor now has it that the gangster Jabba the Hutt is holding Han captive on the planet Tatooine. You'll have to make your way across the deadly Dune Sea to Jabba's hideout, battling sandworms and scavenging Jawas on your way. On the way, you'll have to master the superjump. It's the only way you'll be able to climb the outcroppings suspended in air.





FIVE FOR FREEDOM

An unlikely group of heroes joins forces to fight the evil Empire. Despite personal differences, all love freedom and have dedicated their lives to battling for it. They are roused to action by reports that the Empire is building a new Death Star, bigger and deadlier than the first. Each hero has a unique fighting style and weapon. You'll have to master them all if you, too, want to defeat the Empire!

LUKE

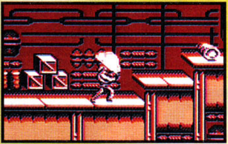
This one-time farm boy seeks the truth about his mysterious past while spearheading the rebel attack on the new Death Star. His favorite weapon is a Jedi lightsaber that he built himself.

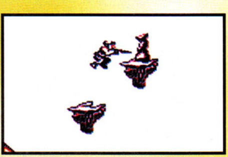
LEIA ORGANA

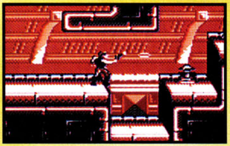
While seeking Han Solo, Leia disguises herself as the bounty hunter Boushh and wields a staff. When fighting as herself, though, she prefers an Alliance-issue blaster pistol.

HAN SOLO

This one-time smuggler stuck his head out for no one until his friends in the Alliance pleaded for his help in battling the Empire. He prefers to fight with a modified Corellian blaster pistol.





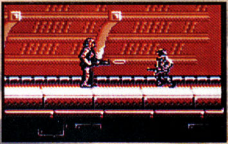


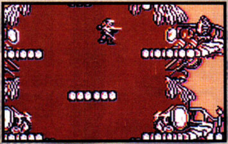
CHEWIE

Gentle with friends but ferocious in battle, Chewbacca wields a high-powered crossbow laser rifle. He is a sworn enemy of the Empire, which once forced him and other Wookies into bondage.

WICKET

The small stature of this young Ewok belies his huge heart. A native of the forested moon of Endor, Wicket battles the high-tech Imperial forces with a low-tech bow and arrow.





POWER-UPS

You'll need all the help you can find if you want to defeat the Empire.

HEART
Replenish your Health Sword by snagging big and small hearts.

WEAPON POWER-UP
Grab this and your hero's weapon will wreak more damage.

HERO ICON
Gain an extra life by grabbing an icon of your current hero.

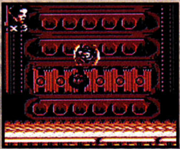
R2-D2
Mark a continuation point by touching this astromech.

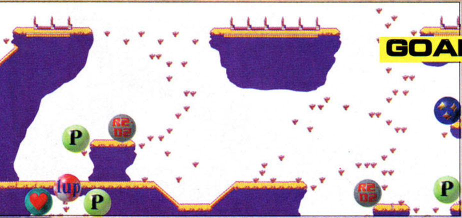
THERMAL DETONATOR
This potent power-up will damage every nearby enemy.

DIAMOND
Create a temporary shield around your hero.

JABBA'S GATE

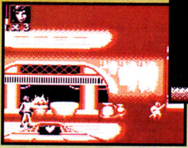
Jabba has booby-trapped the gate to his hideout with giant balls that spring from the walls and ceiling. Keep superjumping. When you're resting, stay out of range of the balls.



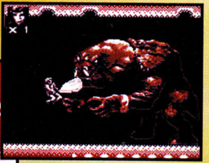


DANCE HALL

You're definitely not welcome at Tatooine's most dangerous night club. Crushing hydraulic plates, Gamorrean guards and trap doors are just a few of the hazards to your health. If you make it through to free Han from his carbonite prison, the enraged Jabba will dump Luke into the dark dungeon of a gigantic rancor beast. Fortunately, Luke's lightsaber can deflect the monster's missiles.



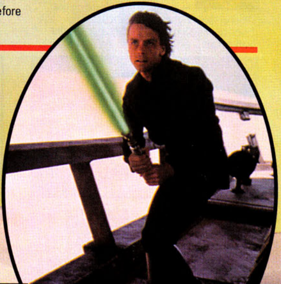
Skip quickly to grab this heart before the trap doors open wide.

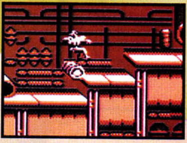


Attack aggressively with the lightsaber when the beast pauses.

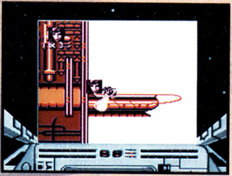
SAIL BARGE

Infuriated by the loss of his beloved rancor beast, Jabba hauls the heroes over the Dune Sea in order to throw them into the Sarlacc's pit! Don't worry about battling Jabba's bounty hunters or the giant spiders. You'll have your hands full running and jumping as fast as you can past the rolling barrels and automated cannon-fire. Don't jump to your right off the balconies or the Sarlacc will have you for lunch!

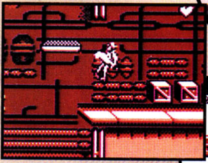


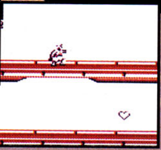


Expect to take hits from the barrels rolling down the stairs.



Exit the first set of anti-gravity lifts to the balcony on your right. Jump off the balcony and fall to your left to grab a 1-up.

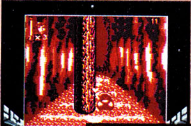


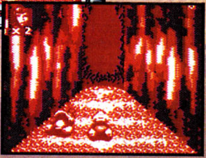


Grab this heart and weapon power-up at the end of the first floor. On the top deck, break through the floor to grab another heart. You'll need it when you fight Jabba!

ENDOR BIKER

Imperial forces have shattered the rustic calm of Endor by building a shield generator that protects the new Death Star from starfighter attacks. Arriving on Endor to destroy the generator, Luke, Leia, Han and Chewie are spotted by Imperial biker scouts. Luke or Leia must commandeer a speeder bike and stop the fast-moving scouts before they can report the rebels' location.

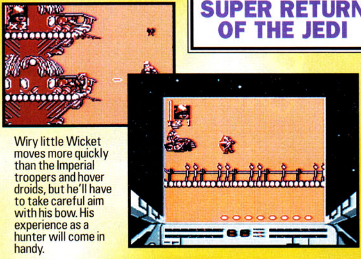




Sideswipe the scouts and grab hearts, but don't run into a tree!

EWOK VILLAGE

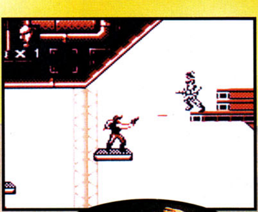
The Empire got a lot more than it bargained for when it built the shield generator on Endor. Angered by the Empire's high-handed action, the Ewoks join the rebels and fight ferociously against the bigger, better-equipped Imperial troopers. Armed only with a hand-made bow and arrow, young Wicket clambers through the treetop Ewok village in search of the generator. He'll have to move fast to avoid the fatal flora and fauna, which include giant lizards and insects, as well as tree-trekking troopers. Fortunately, many enemies give up extra-energy hearts when defeated. At the top of the first tower, Wicket will find an extra life.

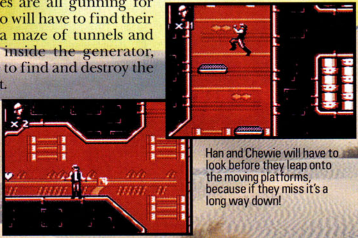


Wiry little Wicket moves more quickly than the Imperial troopers and hover droids, but he'll have to take careful aim with his bow. His experience as a hunter will come in handy.

SHIELD GENERATOR

Han and Chewie sneak into the shield generator, but instead of a quick victory, they run into a clever trap laid for them by the Emperor! Imperial troopers, proximity grenade launchers and defense drones are all gunning for the rebels, who will have to find their way through a maze of tunnels and shafts. Deep inside the generator, they'll be able to find and destroy the power conduit.

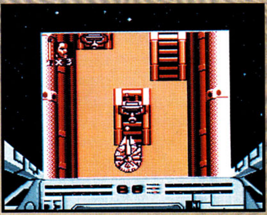




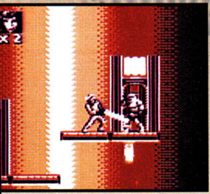
Han and Chewie will have to look before they leap onto the moving platforms, because if they miss it's a long way down!

THE DEATH STAR

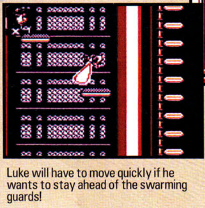
Sensing the good that is still in his father, Darth Vader, Luke returns to the Death Star. His intuition proves right but he must now defeat the Emperor Palpatine and his guards in order to escape the Death Star. Meanwhile, the destruction of the shield generator has made the Death Star suddenly vulnerable. Aboard the Millennium Falcon, Lando Calrissian and Nien Nunb seize their chance and hurtle toward the Death Star's power core. They must destroy the core to defeat the Empire!



Pursued by Imperial TIE fighters and blasted by laser cannons, Lando must let his intuition guide him to the power core.

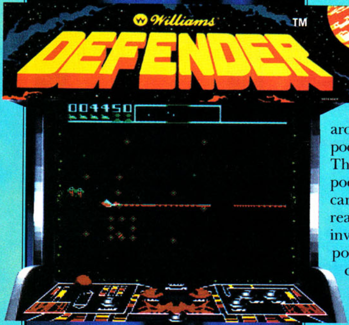


Putting his trust in the Force to look after him, Luke will often have to leap into empty space.



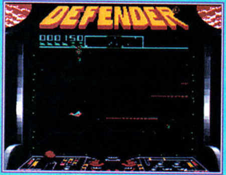
Luke will have to move quickly if he wants to stay ahead of the swarming guards!

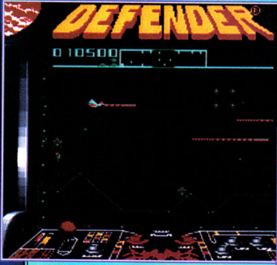
Super GAME BOY

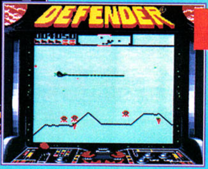


DEFEND! DEFEND!

Defender's premise may be simple, but this classic side-scroller is tough! You fly around a planet defending life pods from slow-moving invaders. The invaders try to pull the pods into outer space, and you can't let that happen. If they reach the top of the screen, invaders merge with the stolen pods and morph into super-charged, kamikaze menaces that ram into your ship. To save your pods, your ship and your game, shoot the invaders before they reach the top of the screen, then rescue captured pods. Save your smart bombs until you really need them. The play is true to the arcade, but it has tricks not found in the original. The chaos of the coin-op version has been captured, and on Super Game Boy you can change the colors.







Long before he created Cruis'N USA, game creator Eugene Jarvis wowed arcade freaks and took video games to the extreme with Defender. Back then, 15 years ago, you played Space Invaders to be cool; you played Defender to experience a meltdown! With pods to protect and super invaders to dodge, players found it a tough game to master. Now that Nintendo has brought Defender home for Super Game Boy, you, too, can experience the run 'n' gun mayhem of the arcade classic. But be warned: it's no game for wimps.

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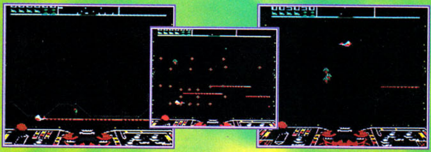
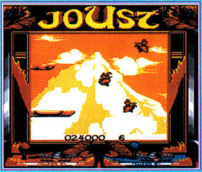
FRIENDLY FIRE!

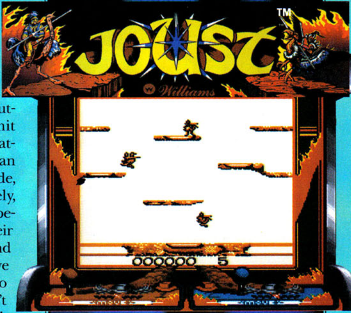


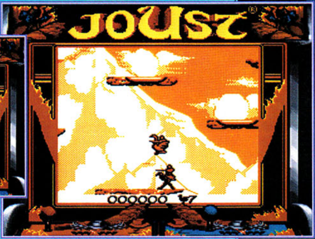
Don't let anything happen to your pods; it's your job to guard them. Take care not to shoot them when attacking invaders, and catch them and help them land safely once you retrieve them from invaders. The game takes a scary twist if all your pods are destroyed: You'll be taken into outer space where the aliens are fast and merciless.

JOUST PROVES IT: CHIVALRY IS DEAD

Joust is about more than just knocking your opponents off their flying ostriches. It's also about stomping on their eggs so that they don't come back. The goal of the game is simple to understand: Outmaneuver enemy knights and hit them with your lance. To win each battle, you have to fly a little higher than the other guy. When knights collide, the one on top wins. Unfortunately, ostriches were not made to fly, especially with knights in armor on their backs, so they must flap very hard and they tend to tire easily. You may move in to attack another knight only to find your bird sinking quickly. Don't fly in low or your opponent will stick it to you. With each level, the game gets harder. Some of the stone ledges disappear, meaning that you're in for a hot lava dip if you can't keep your bird in the air.







US

JOUST
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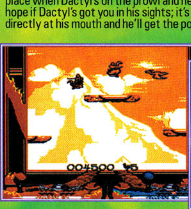
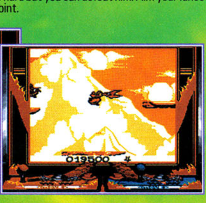
Armored knights on flying ostriches dodging Dactyls over pools of lava? This could only be Joust, the imaginative game that had video arcade goers all aflap. What made this game so good? It might have been the bright graphics. Maybe it was the fast action, with jousting knights flying in every direction. Or maybe it was the gravity-bound birds struggling to fly. Whatever the attraction, Joust was one of the biggest quarter munchers of its time.

GOOD POINT

It pays to play fast. If you take too long Dactyl, the dreaded dinosaur bird, will come out. He's faster than a flying ostrich but not very maneuverable. Flap around in one place when Dactyl's on the prowl and he'll send you back to the nest. Don't give up hope if Dactyl's got you in his sights; it's hard but you can defeat him. Aim your lance directly at his mouth and he'll get the point.





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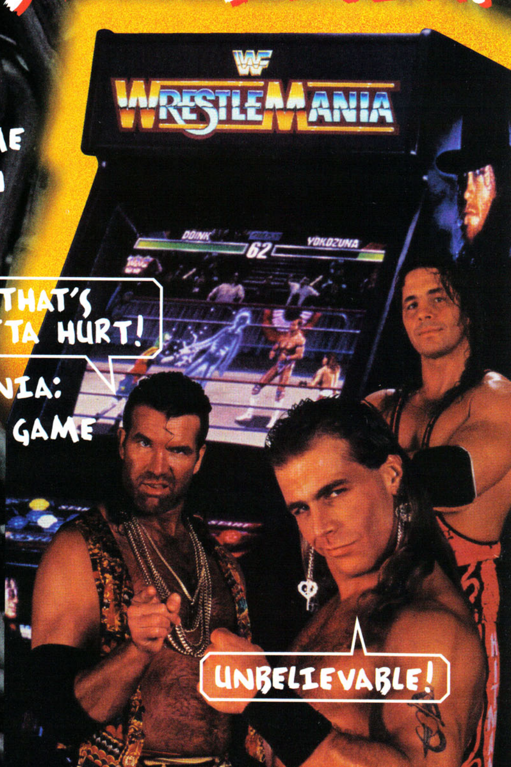
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PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Please indicate, in order of preference, your five favorite Super NES games.
B. Please indicate, in order of preference, your five favorite Game Boy games.
C. Please indicate, in order of preference, your five favorite Virtual Boy games.
D. Which five products on the list are you most interested in playing?

E. How old are you?
1. Less than 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

F. Sex
1. Male
2. Female

G. What do you think of the posters enclosed with Nintendo Power?
1. I love them! I often rip them out and put them up on the wall.
2. Tear my beloved Nintendo Power? Never! But I still like the posters.
3. I don't really pay attention to the poster.

H. Which kind of poster art do you like best?
1. Computer-generated game characters.
2. Hand-drawn game characters.
3. Other kinds of game art, like maps, charts or landscapes.
4. Photos from movies.

I. Would you like more info on the poster?
1. No, because I just like to look at the poster.
2. Yes, I want more info wherever I can find it!
3. I don't want much info on the poster but would like a calendar poster once in a while.

J. Which style of poster do you prefer?
1. Vertical, like most Nintendo Power posters are now
2. Horizontal.
3. I like both kinds equally.

Trivia question: In Super Return of the Jedi, on what world do the Ewoks live?

Answers to the Player's Poll – Volume 78

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2. The Adventures of Batman & Robin
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4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Bass Masters Classic
7. Bassin's Black Bass with Hank Parker
8. Batman Forever
9. Big Sky Trooper
10. Blackthorne
11. Boogerman
12. Breath of Fire 2
13. Brett Hull Hockey '95
14. Brutal: Paws of Fury
15. Bust A Move
16. Castlevania Dracula X
17. Chrono Trigger
18. Civilization
19. Cutthroat Island
20. Demolition Man
21. Demon's Crest
22. Dirt Trax FX
23. Disney's Aladdin
24. Donkey Kong Country
25. Donkey Kong Country 2: Diddy's Kong Quest
26. Doom
27. Dragon: The Bruce Lee Story
28. Dragon View
29. Drop Zone
30. EarthBound
31. Earthworm Jim
32. Earthworm Jim 2
33. Emmitt Smith Football
34. Fatal Fury Special
35. FIFA International Soccer
36. FIFA International Soccer '96
37. Final Fantasy II
38. Final Fantasy III
39. Frank Thomas: "Big Hurt" Baseball
40. Gargoyles
41. Godzilla: Destroy All Monsters
42. Grid Iron Glory
43. Home Improvement
44. Illusion of Gaia
45. Indiana Jones' Greatest Adventures
46. Judge Dredd
47. Jungle Strike
48. Jurassic Park 2
49. Justice League Task Force
50. Ken Griffey Jr. Presents: MLB
51. Killer Instinct
52. King Arthur & The Knights of Justice
53. Kirby's Dream Course
54. The Legend of Zelda: A Link to the Past
55. Lemmings 2
56. The Lion King
57. Looney Tunes B-ball
58. Madden NFL '96
59. Mario Paint
60. The Mask
61. Mechwarrior 3050
62. Mega Man X
63. Mega Man X2
64. Mega Man X3
65. Mega Man 7
66. Metal Warriors
67. Mickey Mania
68. Might & Magic III: Isles of Terra
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70. Mortal Kombat
71. Mortal Kombat II
72. Mortal Kombat 3
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99. Spider-Man: The Animated Series
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101. Star Trek: Star Fleet Academy
102. Star Fox
103. StarGate
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105. Stunt Race FX
106. Super Bomberman 2
107. Super Mario Kart
108. Super Mario All-Stars
109. Super Mario World 2: Yoshi's Island
110. Super Metroid
111. Super Punch-Out!!
112. Super R.B.I. Baseball
113. Super Return of the Jedi
114. Super Street Fighter II
115. Swat Kats
116. Syndicate
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118. Tecmo Super Bowl III: Final Edition
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130. WildC.A.T.S.
131. Wolverine
132. World Heroes 2 Jet
133. WWF Raw
134. WWF: The Arcade Game
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136. Zoop

Game Boy

137. Aladdin
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146. Desert Strike
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148. Donkey Kong Land
149. Dr. Mario
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157. Jungle Strike
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172. NBA Jam Tournament Edition
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176. PGA Tour Invitational
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182. Star Trek: Generations
183. Street Fighter II
184. Super Mario Land
185. Super Mario Land 2--6 Golden Coins
186. Tetris
187. Tetris 2
188. True Lies
189. Vegas Stakes
190. Wario Blast
191. Wario Land: Super Mario Land 3
192. WWF Raw
193. Zoop

Virtual Boy

194. Galactic Pinball
195. Golf
196. Jack Bros.
197. Mario Clash
198. Mario's Tennis
199. Panic Bomber VB
200. Red Alarm
201. TeleroBoxer
202. Vertical Force
203. Virtual League Baseball
204. Wario Land
205. Waterworld

Other Picks

206. Cruis'n USA (NU 64)
207. Doom (NU 64)
208. Killer Instinct (NU 64)
209. Monster Dunk (NU 64)
210. Mortal Kombat 3 (NU 64)
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SECOND PRIZE 5 WINNERS

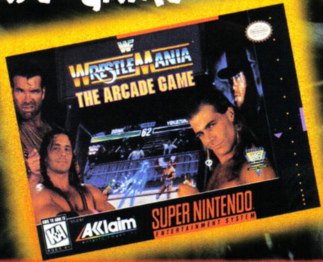
WWF SWEATSHIRTS AND CAPS

Sport the official gear of the World Wrestling Federation!

AND WWF WRESTLEMANIA: THE ARCADE GAME

FOR YOUR SUPER NES FROM

Acclaim
entertainment, inc.



THIRD PRIZE 50 WINNERS

NINTENDO POWER T-SHIRTS

NICELY DONE!

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 78, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 78
P.O. BOX 97062
Redmond, WA 98073-9762

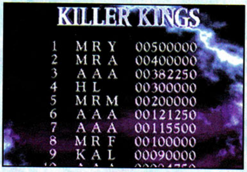
One entry per person, please. All entries must be postmarked no later than December 1, 1995. We are not responsible for lost or misdirected mail.

On or about December 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after December 31, 1995, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will win a WWF Wrestlemania arcade unit. The winner must provide a written release to NOA. Estimated total value of all prizes is $5,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

The Power Players'
AREN

POWER CHALLENGE KILLER INSTINCT



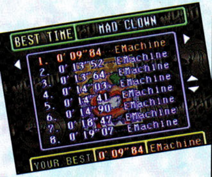
```
KILLER KINGS

1  M R Y  00500000
2  M R A  00400000
3  A A A  00382250
4  H L    00300000
5  M R M  00200000
6  A A A  00121250
7  A A A  00115500
8  M R F  00100000
9  K A L  00090000
```

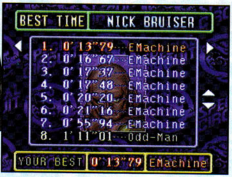
Do you have a Killer Instinct? Can you compete and survive against the best? Send in your best Killer Combo scores and see how you stack up against the competition. Max out your Combo scores by selecting your best fighter and using the two-player mode. The top ten scores walk away with four Power Stamps!

041750 GLACIUS
83
FULGORE000000
KILLER
12 HITS

PRO CHALLENGE SUPER PUNCH-OUT!!



```
BEST TIME   MAD CLOWN
1. 0'09"84 EMachine
2. 0'13"52 EMachine
3. 0'13"64 EMachine
4. 0'14"03 EMachine
5. 0'14"41 EMachine
6. 0'14"90 EMachine
7. 0'18"47 EMachine
8. 0'19"07 EMachine
YOUR BEST  0'09"84  EMachine
```

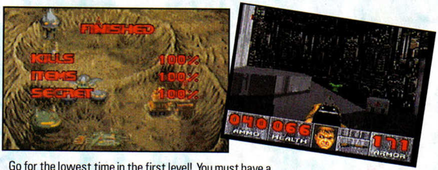


```
BEST TIME   NICK BRUISER
1. 0'13"79 EMachine
2. 0'16"67 EMachine
3. 0'17"37 EMachine
4. 0'17"48 EMachine
5. 0'20"20 EMachine
6. 0'21"16 EMachine
7. 0'55"94 EMachine
8. 1'11"01 Odd-Man
YOUR BEST  0'13"79  EMachine
```

Rematch time! Super Punch-Out!! is so hot we brought it back for another Pro Challenge. Ed, one of the Game Counselors in Nintendo's Call Center, nailed a few knock-out times in Super Punch Out!! Are you lean, mean and ready to beat the E-Machine? Take the title by beating Ed's time of 0:09:84 against Mad Clown and 0:13:79 against Nick Bruiser! Top ten heavyweights with the best times win four Power Stamps!

POWER CHALLENGE DOOM

Ten-hut! Listen up, space marine! Your mission is to finish the first level with a 100% score in kills, items and secret areas. This should be a simple mission, even for a jar head like yourself! I want to see your best time. The lowest times get recognition from the division commander. The top ten marines with the lowest time march off with four Power Stamps!



Go for the lowest time in the first level! You must have a 100% score in Kills, Items and Secrets to qualify.

ENTER THE ARENA!

Be sure to include your name, address and Member Number on the back of your photo when you send in your entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than December 15, 1995 to qualify for the Power Stamp prizes. The players who best complete a Challenge receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Nintendo Power Staff determines the selection of printed scores. Address your entries to:

POWER PLAYERS' ARENA
P.O. BOX 97033 REDMOND, WA 98073-9733

FOS-SILIZED FIND!

Paleontologists recently unearthed this fantastic fossilized photograph. The creators of this cave art were undoubtably skilled and dexterous. Too bad they didn't mail their entry to us in time. Get the recognition you deserve by mailing your high score prior to the contest deadline. All entries for this month's Arena must arrive at Nintendo of America by December 15, 1995.

THIS MONTH'S WINNERS FOR:

INDY CAR CHALLENGE

Top Points in a Season

ZACK GERBOZY - HUDSON, WI	466
STEVEN BOYD - RICHMOND, VA	372

KIRBY'S DREAM COURSE

How many Gold Medals can you get?

RICH SAUTHER	8 MEDALS

Rich's name was omitted in Volume 75, but we wanted to give credit where credit is due. Great job, Rich!

GENJI GLADIATORS

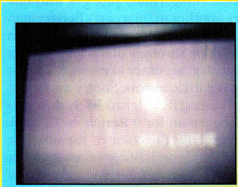
FINAL FANTASY III

HOW MANY GENJI GLOVES CAN YOU COLLECT?

The trick to carrying more than 99 gloves was to equip some of them!

TITAN O'CONNELL	MARSHFIELD, VT	121
JEFF YEE	CALGARY, AB	113
JAMES CAIN	WASHINGTON CROSSING, PA	99
JASON CHAN	VANCOUVER, BC	99
JOSH COOK	MT. VERNON, KT	99
RON DOWNING	OVERLAND PARK, KS	99
DANNY GOODWIN	COLUMBIA, MD	99
GRANT KAMERICK	WHITTIER, CA	99
GARY KLUTH	DUNCANVILLE, TX	99
SILAS OTTMAN	ST. AUGUSTINE, FL	99
HORNG-BIN OU	FREMONT, CA	99
WILL & E. STOGNER	LOVELAND, OH	99
NATE TURNER	LOVELAND, CO	99
HYE YOON	ELKINS PARK, PA	99
MIN HUANG	ARCADIA, CA	25
SUZANNE PARENT	VANIER, ON	22
JOE MCWILLIAMS	MINNEAPOLIS, MN	14
SCOTT ISOKANE	HONOLULU, HI	9
CASEY FOSTER	BOTHELL, WA	8
CHRIS NOLAND	EVERETT, WA	7
LUCAS PROPST	FAIRMONT, WV	4

HEY MAN, NICE SHOT!



Check it out...impressionist photography. Notice how the brush strokes contrast with the unique lighting...what? It's upside down?

Kyle Rex of Waukegan, IL sent in a awesome shot. While it didn't make the contest deadline, it was too good to circular file.

Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES, first move your system near your television so you can get a photo of both the system and high score at the same time. Dim the lights in the room a little bit, then take a few photos without a flash. When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, get a life, quit cheating, and try again without one.

Nintendo® NOW PLAYING

Your Power Guide To The Latest Releases

NOVEMBER 1995

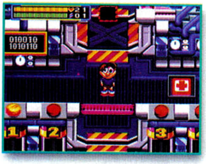
BIG SKY TROOPER

Super NES

PASS WORD

Company.............**JVC**
Release Date.......**November 1995**
Memory Size.......**8 Megabits**

Slugs in space? JVC boldly goes where no gastropod has gone before.



Don't expect the tantalizing graphics and music of the Super Star Wars series. Big Sky Trooper has the look and feel of a happy, colorful child's toy. The game play, which involves moving from planet to planet to exterminate an infestation of alien slugs, can best be described as action-oriented with some simple adventure elements. Players interact with F.I.D.O., the ship's computer and various characters on the planets. Items and power-ups found on the surface add to your arsenal. Space combat is restricted to a modified Asteroids-type shooter. This month's Take 2 explores Big Sky Trooper for signs of intelligent life.

+ Well done for a young gaming audience. Big friendly characters. Sense of humor.

– Not complex enough for most gamers. Cute graphics won't appeal to many players. Navigation between planets using beacons is unnecessarily awkward.

BOOGERMAN

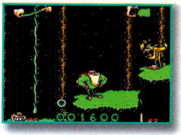
Super NES

PASS WORD

Company.............**Interplay**
Release Date.......**November 1995**
Memory Size.......**24 Megabits**

It's snot easy being green, but Boogerman sticks to the job, not to mention the walls, floors, ceilings, and your finger.

Snotty Ragsdale, a.k.a. Boogerman, plunges into one sticky situation after another in Interplay's Boogerman for the Super NES. The game features platform action in which the big B hops through obstacles, flicking green chunks with wicked accuracy at enemies. If that isn't enough to stop the toxic terrors, Snotty might just resort to belches or flaming farts. It isn't likely that anyone will mistake Boogerman for a Renoir or DiVinci. On the other hand, green is the color of the nineties. This isn't a remake of the Genesis Boogerman from last year. Interplay created new stages, new graphics and new sounds to take advantage of the superior Super NES hardware. Check out the maps and tips in this month's Power review.



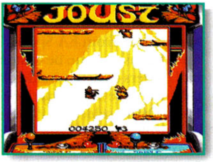
+ Fun graphics and gag animations. Good play control.

– No great challenge. Hit detection ranges are small making some jump moves difficult.

DEFENDER/JOUST

Company.............Nintendo
Release Date.......November 1995
Memory Size.......2 Megabits

Two more arcade classics charge into the lists this month from Nintendo.



The Game Boy series of arcade classics welcomes two of the most distinguished arcade games from the early eighties—Joust and Defender. The small screen versions include Super Game Boy enhancements for playing on the Super NES, but they look and play like the originals in the black and white format, also. Defender, just about everybody's favorite, puts you in charge of defending planets from invasion. Your fighter zips over the horizon as incoming alien marauders attack. Joust steps into a fantasy world in which knights ride war-ostrichs in battles that range over vertical platforms. Both games get classic coverage in this month's Power.

⊕ Good play.

⊖ Simple graphics.

EMMITT SMITH FOOTBALL

Company.............JVC
Release Date.......October 1995
Memory Size.......16 Megabits

Custom plays can give Emmitt Smith the gridiron edge.

Emmitt Smith of the Dallas Cowboys knows a lot about running plays, and with his endorsement of this Super NES football simulation from JVC, he can run on every play. JVC adopted a Madden-like interface on the field and in the selection screens. The big difference is that you can create your own plays and save them for use against other players or the computer. It's a great idea, but does it pay off? You'll have to stop by this month's Sports Scene to find out.

⊕ Custom play-design feature. Battery backed-up memory for saving plays.

⊖ Graphics and play controls aren't up to the Madden standards. No NFL licenses. No season play.

FIFA '96 SOCCER

Up to 5 Players

Company.............EA Sports
Release Date.......October 1995
Memory Size.......16 Megabits

Get down on your knees and pray to the gods of soccer, 'cause EA Sports has a new FIFA on the pitch.

One of the best sports games has just become a little better. FIFA '96 Soccer moves beyond the standards set by FIFA '95 by creating even greater realism on the field. Once you get into the pace of the matches in FIFA '96, you'll appreciate the A.I. and speed of play. You've got a free ticket to the match of the day in this month's Sports Scene.

⊕ Realistic A.I. Lots of options. North American soccer teams included.

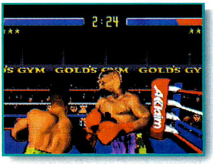
⊖ The animation frame rate seems slightly low, but the actual on-field speed of players is very realistic.

FOREMAN FOR REAL

PASS WORD

Company.............Acclaim
Release Date.......October 1995
Memory Size.......16 Megabits

Big George "Feed me a horse" Foreman fights for honor and fast food endorsements in Acclaim's new Super NES boxing title.



Limited perspectives have always been the bane of video game boxing simulations. The Acclaim solution is to put one fighter in the foreground with his back to you while the other is face-on. If you want, you can switch them front to back every round to make things even. Not a bad idea. The contenders to George's throne come from a fictional world of prize fighters, but the competition is very real and fighters can throw Super Punches and Combos to make a fast comeback even when they're behind. Will George retain his heavyweight championship? You guessed it. Sports Scene has the answer.

⊕ Fairly challenging. Good graphics.

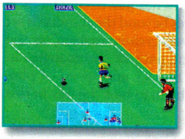
⊖ Control often slows in the heat of the bout when you need it most. Super Punch control is awkward. George is too dominating in the two-player mode.

INTERNATIONAL SUPERSTAR SOCCER DELUXE

Super NES

Company ....Konami
Release Date ....November 1995
Memory Size ....16 Megabits

Soccer from around the world takes a place in your home.



Konami comes through again with a classy bit of soccer action for the Super NES. ISS Deluxe revisits the large characters and quick play of last year's surprise soccer champ and adds better overall graphics and a number of options. Fans who like their soccer on an international stage and with a stiff dose of reality need look no further, except possibly to FIFA '96. ISS Deluxe feels and plays like real soccer. It's also a challenge because the computer player won't give you any breaks. If the A.I. is too tough to beat, though, you can bring in three more players and go head-to-head-to-head-to-head in a wild four-way. Don't miss this month's Sports Scene review when International Superstar Soccer Deluxe matches up with FIFA Soccer '96.

+ Good, though challenging, A.I. Good graphics. Good sound. Radar screen to help passing.

− Very tough as 1P vs. CMU at all but the easiest levels, regardless of your opponent.

KILLER INSTINCT

Game Boy

Company ....Nintendo
Release Date ....November 1995
Memory Size ....4 Megabits

Down-sized, but still a killer, KI for Game Boy and Super Game Boy makes an awesome combo.

Rare pioneered the use of ACM techniques for Game Boy earlier in the year with Donkey Kong Land. Killer Instinct for Game Boy goes a step further. The reduced color graphics still look 3-D and distinct in portable form, and the animation is amazingly fast with responsive controls. The level of fighting play control is the true wonder of this mini mauler. Nine of the characters are included, but not all of their moves, proving that there are some limits to what can be compressed into a 4 megabit memory chip.

+ A true Game Boy tournament fighter with excellent play control. Enhanced Super Game Boy sound and color.

− Some cool moves are missing. Not nearly as complex as Super NES or arcade version. Fewer control buttons results in simpler play.

MADDEN '96

Super NES

Company ....EA Sports
Release Date ....October 1995
Memory Size ....12 Megabits

Madden is back and packed to the upper deck with pro football fun.

The Madden series continues for the fourth year with Madden '96 from EA Sports. This year's Madden features teams that can be customized through trades of real players or newly made players, but the most radical difference is the Practice Events options under the Front Office selection. Players participate in 14 events and drills to hone their football skills. For all of the changes, and the final standings, look to this month's Sports Scene.

+ All relevant player and team licenses plus stats from Topps. Some great options. Improved graphics and controls. Sophisticated and fun for the dedicated football fan. Up to five eligible receivers on the field.

− Pass-catching A.I. seems to favor the computer. Some stadiums have worse graphics than others.

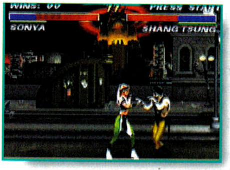
MORTAL KOMBAT 3

Super NES

Company ....Williams
Release Date ....October 1995
Memory Size ....32 Megabits

The tournament continues with new pretenders, rivals and champions trying to unseat Shao Kahn.

With the arrival of MK3, the question arises, are you a fighter or just a sack of guts ready to be split open, frozen, burned, turned into a polar bear, teleported to higher levels or beaten to a bloody pulp? Fighters will rejoice. The game that added Kombat Kode fun to the arcades does the same thing in style on the Super NES. If you reach Shao Kahn, you'll find out how he really feels about you. And if you read this month's Kode-packed review, you'll find out how to make Kahn eat mortal pie.



+ Excellent graphics. Kool Kombat Kode feature. New characters. Very close to the arcade game.

− A.I. is VERY hard on Very Hard. Confusion of story plots.

NBA LIVE '96

Company ....**EA Sports**
Release Date ....**October 1995**
Memory Size ....**16 Megabits**

The best just got better. The NBA experience comes alive from the front office, to the bench, to the court.

Realistic video basketball defied programmers for years, but EA Sports made a great stab at it last year with the first NBA Live title. This year, NBA Live '96 pushes even further and winds up with the most realistic b-ball experience ever. Improvements to the A.I. and full trading and player creation options give '96 the edge over the competition. Not only is it realistic, it's fun. This month's Sports Scene goes to the hoop.

+ Improved A.I. Excellent animation. All the options you need to customize play. NBA and player licenses.

− Some computer players never miss.

NHL '96

Company ....**EA Sports**
Release Date ....**October 1995**
Memory Size ....**16 Megabits**

On the ice or on the couch, NHL '96 scores a hat trick.

Awesome control, animation and play options score the hat trick for EA Sports' new hockey classic. This year's NHL '96 for the Super NES does everything right. Gone are the days when hockey fans assumed the Genesis version was superior to the Super NES game. It's no longer a contest. Great graphics, sound and play control put this game in a league of its own. The animation and sound are so good that they create the illusion of a televised hockey match. Full options allow players to face-off against each other or the computer, for an exhibition or a full season. For the in-depth scouting report, turn to this month's Sports Scene review.

+ Best hockey graphics. Team and player licenses. Fighting option.

− Colorado not in. Quebec is.

SECRET OF EVERMORE

Company ....**Square Soft**
Release Date ....**November 1995**
Memory Size ....**24 Megabits**

The biggest adventure since Secret of Mana takes you out of this world and out of your mind.

Square Soft's first American developed game uses the same mechanics as Secret of Mana. The game progresses through four worlds, each based on a particular theme such as the age of dinosaurs, the span of human history, the gothic age, or the future. Players control either the boy or his dog, using weapons, teeth and alchemy formulas to fight the legions of baddies and dungeon guardians. Epic Center explores the vast worlds of Evermore in this issue. If you like Mana or The Legend of Zelda: A Link To The Past, you won't want to miss this awesome epic.

+ Good graphics, sound and play control. Great story and variety of play. Battery backed-up memory. 50 hours plus game time.

− Alchemy battle system can be awkward. Simple A.I.

SPIDER-MAN & VENOM: SEPARATION ANXIETY

PASS WORD

Company ....**Acclaim**
Release Date ....**November 1995**
Memory Size ....**24 Megabits**

Spider-Man returns in a new web of intrigue and action.

Acclaim's latest Spider-Man may not break much new ground, but it spins a web of action and danger. In these 13 stages, Venom must work with Spider-Man to stop five symbiotes that will otherwise destroy Venom. Software Creation's awesome sound track may be the highlight of the game from a technical perspective, but the developers also used some terrific graphics including rendered 3-D elements that appear in the background. What else is cool? Spidey has his web-shooters and basic fighting moves. Venom has web capacity, as well, plus an extendable fist. If there's a weakness, though, it is in the simplicity of the fighting.

+ Good graphics and excellent sound track. Two-player cooperative action. Cameos from other Marvel characters.

− Not much innovation. Simple A.I. No great challenges.

SUPER RETURN OF THE JEDI

Company............T•HQ
Release Date.......October 1995
Memory Size.......4 Megabits

A long time ago, in a Game Boy far, far away...

Luke Skywalker, Princess Leia and Chewbacca must save Han, then destroy the new Death Star in this Game Boy version of the classic Lucasarts title. T•HQ managed to put most of the elements of the Super NES game into this Pak except for the Mode 7 flying stages. Impressive. The action begins on Tatooine on the way to Jabba's Palace and moves on to the Forest Moon of Endor where Wickett and his furry cronies must hamstring the empire. Players choose to fight through the side-scrolling stages as one of five hero choices. Although an earlier version the game had no enhanced Super Game Boy features, Super Jedi is now powered up with enhanced borders and sound. Nintendo Power joins the rebellion for an insider look this month.

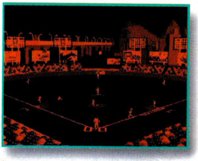
+ Good graphics. Lots of action packed into a Game Boy Pak.

− Loose play control. Not as challenging as the Super NES version.

VIRTUAL LEAGUE BASEBALL

Company............Kemco
Release Date.......October 1995
Memory Size.......8 Megabits

First, baseball had the Major Leagues, then the Little League. Now, there is the Virtual League.



Kemco gets a grand slam off the Virtual Boy with this 3-D, imersive baseball game. The teams may be international, but the action on the brilliant red diamond is All-American. Whether you're eyeing a 90 mile-an-hour fastball or running down a pop fly, Virtual League Baseball presents a realistic baseball experience. This month, Nintendo Power fills out the box score for this 3-D sports game.

+ Good graphics. Good baseball mechanics.

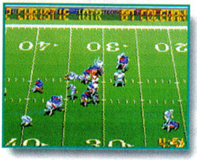
− Difficult to make defensive plays at the fence.

TECMO SUPER BOWL III: FINAL EDITION

Company............Tecmo
Release Date.......October 1995
Memory Size.......16 Megabits

Tecmo's best football game ever makes it to the playoffs.

Tecmo Super Bowl III: Final Edition for the Super NES pushes all the right buttons for a rousing football experience. With NFL and player licenses, it has the authenticity of the real game. As for the options, Tecmo excels at giving players as many options as they can handle, including full seasons with players controlling teams manually or from the sidelines as the coach. Final Edition is easier to play than Madden '96 and looks better. See the full comparison in this month's Sports Scene.



+ Excellent graphics and play control. A full lineup of options and licenses. Battery backed-up memory. Full seasons. Quick learning curve.

− Limited number of plays. Fewer passing/receiving choices on the field than Madden '96.

WATERWORLD

Company............Ocean
Release Date.......October 1995
Memory Size.......16 Megabits

Atollers are drowning, Smokers are laughing, and you are steering toward destruction.

What could be more fitting than a company called Ocean making a game called Waterworld? As it turns out, putting some water in the game might have been a good idea. This 3-D shooter uses nice sprite graphics in a fairly open field of play. Aboard your triple-hulled trimaran, all you have time to worry about is shooting the Smokers before they reach the hapless, floundering Atollers. Your boat can move in 360° or forward while you attack, but speeds are slow and momentum carries you over targets and into trouble unless you steer with care. The game is basically an Asteroids-type shooter with unlimited levels. It's the same design as the arcade game, but the Super NES game will have more variety. Power immerses itself in the Virtual Boy title this month.

+ Good background music.

− Not much variety in play or graphics.

ZOOP

Super NES

Company ....Viacom New Media
Release Date ....October 1995
Memory Size ....4 Megabits

A new action puzzle to twist your mind into knots.

Zoop departs from the standard mold of action puzzles, like Tetris, by putting the action all around you. The four sides of the playfield fill up with columns of colored shapes that you have to blast with a similarly colored shot. Victory is achieved only if you keep the blocks from overunning the central square, which isn't easy. This month's Take 2 introduces you to the next puzzle obsession.

+ Challenging. Not the usual Tetris clone. Jazzy soundtrack.

− Steep learning curve.

HEAD TO HEAD

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
BIG SKY TROOPER	3.1	3.0	3.1	3.3			ADVENTURE
BOOGERMAN	3.9	3.6	3.5	3.2	★		ACTION
DEFENDER/JOUST	2.5	3.5	2.9	3.0	✫,✭,☆,✳		ARCADE
EMMITT SMITH FOOTBALL	3.1	2.9	3.1	2.8			FOOTBALL
FIFA '96 SOCCER	3.1	3.1	3.5	3.3	✳,☆		SOCCER
FOREMAN FOR REAL	3.4	3.0	2.8	3.0			BOXING
INT'L SUPERSTAR SOCCER DELUXE	3.8	3.3	3.4	3.4	✳,✪		SOCCER
KILLER INSTINCT	3.7	3.2	3.4	3.4	✫,✭,★,✳		TOURNAMENT FIGHTING
MADDEN '96	2.9	3.0	3.2	3.0			FOOTBALL
MORTAL KOMBAT 3	4.6	3.2	4.0	3.6	✫,☆,✪,✳		TOURNAMENT FIGHTING
NBA LIVE '96	4.0	3.2	4.0	3.6	✪,✭		BASKETBALL
NHL '96	3.6	3.3	3.5	3.2	☆		HOCKEY
SECRET OF EVERMORE	4.0	3.2	4.0	4.0	✫,✪,✭,★		ADVENTURE
SPIDER-MAN/VENOM: SEP ANXTY	3.7	3.3	3.0	3.0			ACTION
SUPER RETURN OF THE JEDI	3.4	3.0	3.0	3.1			ACTION
TECMO SUPER BOWL III: FINAL ED.	3.5	3.3	4.0	3.7	✭,✪,✳		FOOTBALL
VIRTUAL LEAGUE BASEBALL	2.9	2.9	3.0	3.0	✭		BASEBALL
WATERWORLD	3.3	3.3	2.4	2.8			ACTION
ZOOP	3.0	3.5	3.1	3.1	★		PUZZLE

ICON KEY

1-PLAYER MODE · MULTI-PLAYER ALTERNATING · MULTI-PLAYER SIMUL. · PASS-WORD · BATTERY BACK-UP · GAME LINK · SUPER GAME BOY · SUPER FX · SUPER MOUSE · SUPER SCOPE

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott**
Sports, Simulations, Adventures
★ **Leslie**
RPGs, Puzzles, Adventures
✫ **Jeff**
Action, Sports, Fighting
✭ **Jon**
Fighting, Simulations, RPGs
✳ **Dan**
Action, Adventures, Puzzles
☆ **Terry**
RPGs, Simulations, Sports

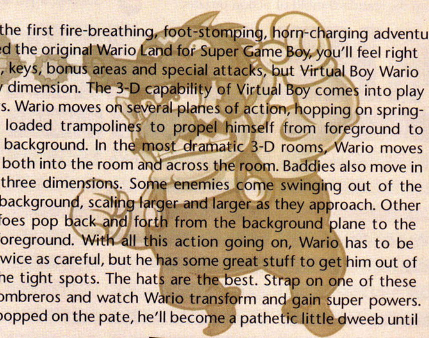
IDSA Ratings:

These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

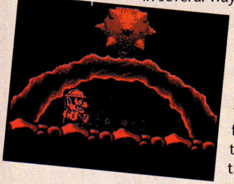
PAK WATCH

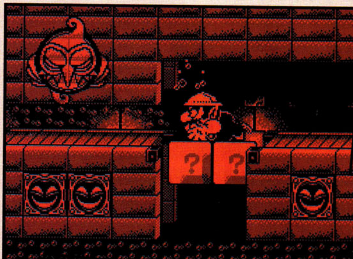
THE *INSIDE* SOURCE ON FUTURE GAMES

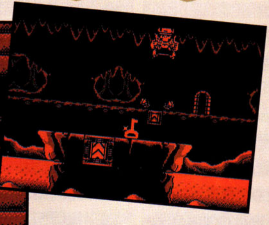
VIRTUAL BOY WARIOLAND

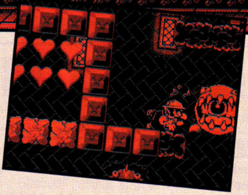


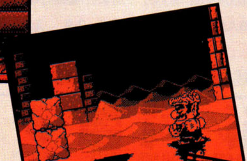
Wario lights up Virtual Boy in the first fire-breathing, foot-stomping, horn-charging adventure for the 3-D system. If you played the original Wario Land for Super Game Boy, you'll feel right at home with all the hat tricks, keys, bonus areas and special attacks, but Virtual Boy Wario Land takes you to a whole new dimension. The 3-D capability of Virtual Boy comes into play in several ways. Wario moves on several planes of action, hopping on spring-loaded trampolines to propel himself from foreground to background. In the most dramatic 3-D rooms, Wario moves both into the room and across the room. Baddies also move in three dimensions. Some enemies come swinging out of the background, scaling larger and larger as they approach. Other foes pop back and forth from the background plane to the foreground. With all this action going on, Wario has to be twice as careful, but he has some great stuff to get him out of the tight spots. The hats are the best. Strap on one of these sombreros and watch Wario transform and gain super powers. Of course, if Mario's rival gets bopped on the pate, he'll become a pathetic little dweeb until he finds a power-up.

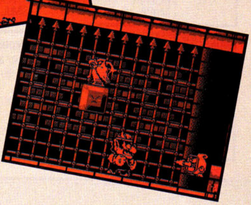








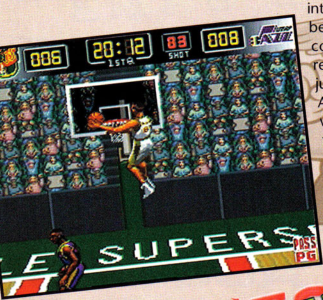


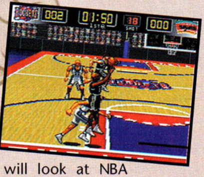


NINTENDO

NBA GIVE'N GO

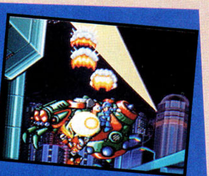
Contractual problems may have changed the name from NBA Run'N Gun, but Konami's NBA Give'N Go is the same game, downsized for the Super NES from its original rocking, arcade self. This four-player hoops game turns its back on the side view made so popular by NBA Jam and introduces a radical perspective that follows the action from beneath one basket down the court. Responsive play control requires a bit of touch, but that just adds to the realism. The A.I. seems pretty realistic, as well. Working around a pick to take the open shot, players will appreciate both human and computer teammates. Next month, Power will look at NBA Give'N Go in Sports Scene. Plan to be there.



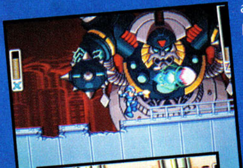


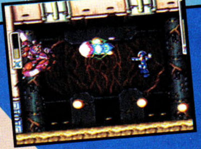
Konami

PAK WATCH EXCLUSIVE FIRST LOOK



Mega Man will never die! At least, it seems that nothing can keep the Blue Bomber down, including Capcom's canceled cancellation of the game. According to Greg Ballard, President of Capcom U.S.A., "Mega Man X3 represents Capcom's commitment to the Super NES...and Mega Man's millions of fans." At Power, we include ourselves in the ranks of fans. Mega Man X3 offers the first major innovation in the Mega Man series in years. Zero, the red robot that Mega Man X rescued in his last outing, now returns as a constant companion as the two try to stop a new fiend named Doppler. The innovation is that you can select and play with either Mega Man X or Zero at any stage of the game. Doppler's eight new reploids include Neon Tiger, Blast Hornet, Volt Catfish and Tunnel Rhino. In all, players must battle through 12 regular stages and one hidden stage. Once again, Capcom makes use of its C4 chip to add to the special graphics power of the Super NES. Although Capcom hopes to release the game in November, chances are that you won't find it in stores until December.

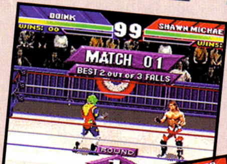


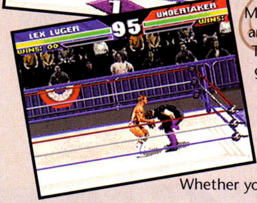


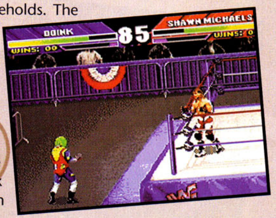
CAPCOM

MEGA MAN X3

WWF: WRESTLEMANIA THE ARCADE GAME


DOINK
WINS: 00
99
SHAWN MICHAE
WINS:
MATCH 01
BEST 2 OUT OF 3 FALLS
ROUND
1


LEX LUGER
WINS: 00
95
UNDERTAKER
WINS:

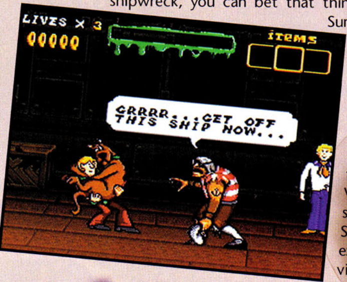

DOINK
WINS: 00
85
SHAWN MICHAELS
WINS: 0

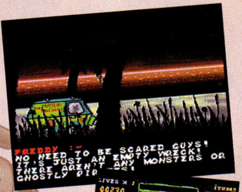
That's gotta hurt! It's not just a matter of slamming pile drivers and toeholds. The finished version of WWF: Wrestlemania The Arcade Game just arrived and it is hotter than we imagined. The final Super NES digitized graphics including the wild move animations rank up there with Mortal Kombat 3. And the play isn't anything like previous WWF games. The moves and combos give the game great variety and a lot of humor. Doink the clown brings down the house with his antics. The digitized play-calling also helps to build on the energy taking place in the ring. Next month, Power will take a closer look. Whether you're a wrestling fan or not, don't miss it.

ACCLAIM

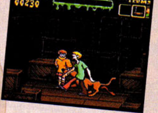
SCOOBY DOOBY DOO

When the Scooby gang shows up for a night of sleuthing in a haunted shipwreck, you can bet that things will get out of paw. Sunsoft originally designed this mystery adventure, but sold it along with the rest of its titles to Acclaim. The Super NES game features a few original ideas. In the game, Scooby and Shaggy search for clues, then bring the items to Velma. Freddy helps out with hints and suggestions while Daphne hands out Scooby snacks to keep the jumpy explorers full of false courage. The big visual gag, of course, is when the terrified Scooby leaps into Shaggy's arms when a ghost appears, or even a mouse. Although most of the action takes place in side-scrolling areas, the map layout exists in three dimensions. Most of the action is simple, but the size of the game makes Scooby Doo more interesting and involving than you might think. The game also does a good job of recreating the feel of the Hanna-Barbera cartoon and there's a password for storing your progress.


LIVES × 3
00000
ITEMS
GRRRR...GET OFF THIS SHIP NOW...



FREDDY :-
NO NEED TO BE SCARED GUYS!
IT'S JUST AN EMPTY WRECK!
THERE AREN'T ANY MONSTERS OR
GHOSTLY PIR


LIVES × 1
00230
ITEMS

acclaim

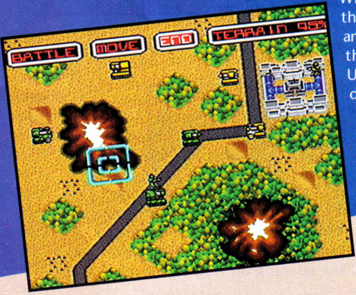
PAK WATCH

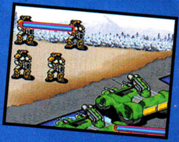
EXCLUSIVE

FIRST LOOK

WAR
What's It Good For?

War 2410 from new licensee, Advanced Productions, takes a page from Super Conflict, the strategy game from Vic Tokai. In this futuristic strategy game, the player moves his or her mobile units across the map to attack or defend against the enemy. When opposing units meet, the screen switches to an animated battle view where the outcome is revealed. Unfortunately, the graphics don't add much to the mix.

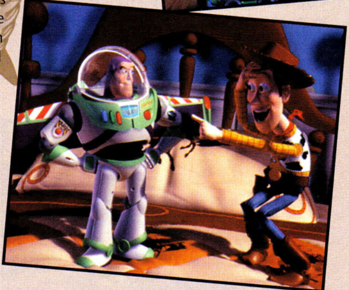


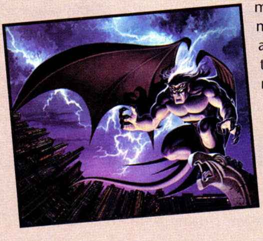


ADVANCED PRODUCTIONS

DISNEY FOR THE HOLIDAYS?

Although we're still waiting to see the finished games, Disney Interactive sent a care package of shots including screens from Toy Story the movie and some Gargoyles art to tide us over. Toy Story for the Super NES is said to include graphics that were ported directly from the movie. Since the movie is computer generated, the game could borrow directly from it. Gargoyles, which we have played in an early form, included excellent animation and lots of moves for the gargoyle character. Gargoyles is scheduled to be released in November, but chances are it won't show up in stores until January. The same is true of Pocahontas and Toy Story. Don't be discouraged if you're waiting for the titles. Disney is committed to making a hit on the 16-bit market, but the development cycle is running about a month slower than expected. As for next year, two terrific looking games are waiting in the wings: Maui Mallard and Pinocchio.

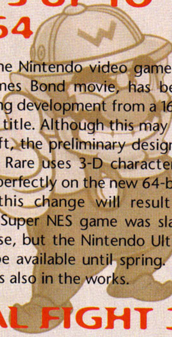




Disney Interactive

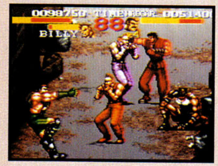
INSIDER UPDATE

GOLDENEYE STEPS UP TO NU 64

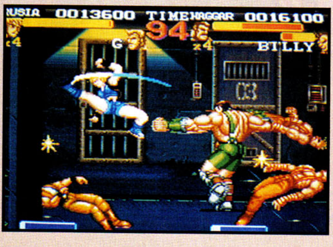


Goldeneye, the Nintendo video game based on the new James Bond movie, has been transformed during development from a 16-bit game to an NU 64 title. Although this may sound like a radical shift, the preliminary designs and initial work at Rare uses 3-D characters and art that will fit perfectly on the new 64-bit system. Obviously, this change will result in some delays. The Super NES game was slated for a winter release, but the Nintendo Ultra 64 system won't be available until spring. A Virtual Boy version is also in the works.

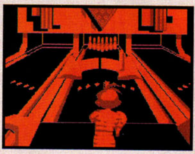
FINAL FIGHT 3



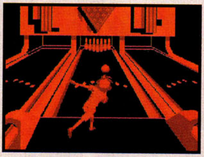
Capcom U.S.A. scheduled *Final Fight 3* for a November release this year, but at publication time for the November issue of Power, the game hadn't materialized from Capcom Japan. When you count in production and shipping times, Capcom will be lucky to get the game to you by the holidays. Assuming that they do succeed, what you'll get is a scrolling fighter from the series that started the whole fad back in the 80's. Mike Haggar returns to clean up Metro City with his pals, Guy, who also will appear in *Street Fighter Alpha* in the arcades, and newbies Lucia and Dean. The biggest improvements from *Final Fight 2* are that one player can choose a two-player auto option and each character has a Super Meter for special attack moves.



NESTER'S FUNKY BOWLING

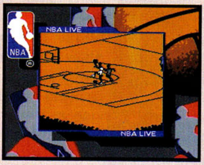


Nester, the one-time bad boy of Nintendo Power comic fame, returns to the gaming world in his own Virtual Boy title from **Nintendo**. Finally, bowling fans can throw a strike without putting on ill-fitting shoes. This ten-pin knock-down scores the frame-by-frame according to the laws of bowling and the ball blasts the pins according to the laws of physics. Although you might expect Nester to take liberties with the game and end up rolling down the lane himself, *Nester's Funky Bowling* turns out to be the serious sport disguised in a funky shirt.



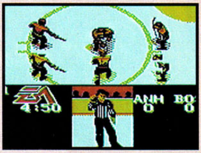
WRITING ON THE WALL

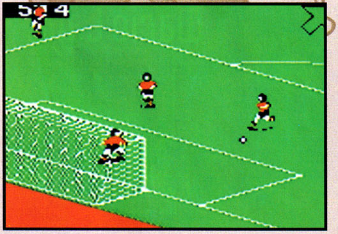
Bandai plans to milk its popular *Mighty Morphin Power Rangers* for everything the license is worth, and, apparently, it's worth a lot. Bandai reports that it will follow up its MMPR Fighting Edition game with an action game for Virtual Boy featuring the morphing fiend-fighters. We haven't seen the game yet at Pak Watch, but we expect to see a version in time to put a shot in next month's Power.



Spot goes to Acclaim could be the telling title of the year. Like many developers, **Virgin Interactive** joins the packed bandwagon of licensee companies that have sold their Super NES games to Acclaim for marketing and distribution. In *Spot Goes To Hollywood,* the Big A picks up a cool platform game with some unique graphics and humor. This Spot departs from the previous game by adding stages with 3-D, three quarter perspectives.

In Southern Cal, **T•HQ** continues its quest to reduce every *EA Sports* title to fit the Game Boy format. The latest conversions include *NBA Live '96*, *FIFA '96* and *NHL '96*, all with enhanced Super Game Boy features. All three games arrived in early versions, and all three showed promise. NBA Live '96 wasn't running at full speed yet, but the animation looked smooth and the play control already seemed pretty sharp—a good sign that the final game will be good. For a Game Boy sports title, the options also seemed very sophisticated. You can choose strategies for your NBA team and select preset plays to run. All the teams and most players are represented, as well. T•HQ plans to release NBA Live in late November or December. Just months after NHL '95 was released, T•HQ plans on bringing out the sequel, NHL '96. The version received at Pak Watch was still unfinished, but it looked similar to NHL '95 although perhaps a bit faster. That's not surprising as both games come from the development team at Probe. FIFA Soccer '96, another Probe project, also came to us in an early form. The Super Game Boy enhanced sound was terrific and the animation was surprisingly sophisticated, even at this early stage. This is truly an international Pak, with English, German, French, and Spanish language options available. We'll take another look at these three sports games when they're done, but it looks like any of them would make a nice portable addition to your sports library.





RELEASE FORECAST

Super NES

Breath of Fire II	Fall '95
Cutthroat Island	Fall '95
DKC 2: Diddy's Kong Quest	Fall '95
Earthworm Jim 2	Fall '95
Final Fight 3	Fall '95
Frank Thomas: "Big Hurt" Baseball	Fall '95
Gargoyles	Winter '96
Ken Griffey Jr, MLB2	Winter '96
Mechwarrior 3050	Fall '95
Mega Man X3	Fall '95
Mortal Kombat 3	Fall '95
Mutant Chronicles	Fall '95
Pocahontas	Fall '95
Revolution X	Fall '95
Scooby Doo Mystery	Fall '95
Secret of Evermore	Fall '95
Spawn	Fall '95
Super Mario RPG	Winter '96
Toy Story	Fall '95
Urban Strike	Fall '95
War 2410	Fall '95
Whiz	Fall '95
WildC.A.T.S.	Fall '95
WWF Wrestlemania: The Arcade Game	Fall '95

Virtual Boy

Jack Bros.	Fall '95
Mighty Morphin Power Rangers	Fall '95
Nester's Funky Bowling	Winter '95
Virtual Boy Wario Land	Fall '95
Waterworld	Fall '95

Game Boy

FIFA Soccer '96	Fall '95
Mortal Kombat 3	Fall '95
NBA Live '96	Fall '95
NHL '96	Fall '95
Super Return of the Jedi	Fall '95
Zoop	Fall '95

NEXT ISSUE

December Volume 79

DONKEY KONG COUNTRY 2™
DIDDY'S KONG QUEST™

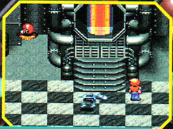
Diddy and Dixie to the rescue!

When Kremlings ape-nap the big DK, Diddy teams up with talented tress-tosser Dixie and sets out in pursuit. Kremland has never seen the likes of these Kongsters, but you will next month. The complete coverage of their amazing kongquest tops the list of hot reviews coming in December.

Give them a big hand folks!
Good evening, I'm Swanky Kong
and you're tonights
contestants on my Bonanza!
It's easy to play, just pick
a game and you're away!

Earthworm Jim 2

WWF Wrestlemania: The Arcade Game



Secret of Evermore: Part 2

Wario's Back!
Wario Land

Virtual BOY

Wario flies and flames his way through an amazing 3-D world that's packed with trials, traumas, treasures and most important — FUN. It's by far the best game yet for Virtual Boy!

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 62 (July '94): Super Street Fighter II, Breath of Fire, Disney's The Jungle Book, Liberty or Death, Tetris 2, Double Dragon V, Tarzan (Game Boy), Space Invaders, Jeopardy Sports!

Volume 63 (Aug. '94): Stunt Race FX, Lord of the Rings-Vol. 1, King of the Monsters 2, The Death and Return of Superman, An American Tale: Fievel Goes West, Sonic Blastman 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Itchy & Scratchy in Miniature Golf Madness, Robo Cop vs. The Terminator (Game Boy).

Volume 64 (Sept. '94): Mortal Kombat II, Super Bomberman 2, Pocky & Rocky 2, Blackthorne, Aerobiz Supersonic, Vortex, Shein's Revenge, Taz-Mania (Game Boy), The Making of Donkey Kong Country, Killer Instinct Preview.

Volume 65 (Oct. '94): Super Punch Out!!, Final Fantasy III, Maximum Carnage, Mighty Morphin Power Rangers (Super NES), Pac Man 2, Illusion of Gaia, Brain Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cruis'n USA preview.

Volume 66 (Nov. '94): Donkey Kong Country, Sparkster, Earthworm Jim, Final Fantasy III, Indiana Jones' Greatest Adventures, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (Game Boy), Killer Instinct preview, Mortal Kombat II codes.

Volume 67 (Dec. '94): Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Tin Star, Wario's Woods (NES), Samurai Shodown (Game Boy), Wario Blast (Game Boy), Casino Funpack (Game Boy).

Volume 68 (Jan. '95): The Lion King, Robotrek, The Adventures of Batman & Robin, Pitfall: The Mayan Adventure, Street Racer, Star Trek: Starfleet Academy, Animaniacs, NBA Jam (Game Boy), Daffy Duck: The Marvin Missions, Madden '95 (Game Boy).

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King (Part 2), Sports Scene, Wolverine, seaQuest DSV, Desert Strike: Return to the Gulf (Game Boy). Super Punch Out!!, Donkey Kong Land preview.

Volume 70 (Mar. '95): NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzalez, Tetris & Dr. Mario, Hagane, The Incredible Hulk, Bubsy II, King Arthur & The Knights of Justice preview, EarthBound preview.

Volume 71 (April '95): StarGate, Spider-Man: The Animated Series, Addams Family Values, The Lion King, Sports Scene, Mario's Picross, NBA Jam Code Special, Latest News on the Ultra 64, Banana Bucks, Secret of Evermore.

Volume 72 (May '95): Kirby's Dream Land 2, True Lies, Justice League Task Force, The Flintstones, Warlock, Porky Pig's Haunted Holiday, Fatal Fury Special, PGA European Tour, Mortal Kombat III Sneak Preview, X-Band Modem, Nintendo Power Online.

Volume 73 (June '95): WeaponLord, EarthBound, Star Trek: Deep Space Nine,
Dirt Trax FX, Super Turrican 2, Prehistorik Man, Jungle Strike, Rise of the Phoenix, SNES Killer Instinct Sneak Preview, Virtual Boy, Life Fitness, Ultra 64 revealed.

Volume 74 (July '95): Donkey Kong Land, Judge Dredd, Nosferatu, Jungle Strike, Animaniacs, Power Instinct, SWAT KATS, Power Rangers-The Movie, World Heroes 2 Jet, E3 Report, ACM Programming, Sports Scene, RPGs in Japan.

Volume 75 (August '95): Virtual Boy Special, Mario's Tennis, Galactic Pinball, Teleroboxer, Mario Clash, Yoshi's Island: Super Mario World 2, Street Fighter II, Phantom 2040, Ninja Gaiden Trilogy, Judge Dredd, Arcade Classics, Earthworm Jim, Chrono Trigger, Secret of the Stars, Digipen Game Programming College.

Volume 76 (September '95): Killer Instinct, Doom, Red Alarm, VB Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian, Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

Volume 77 (October '95): Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters Mega Man 7, Vertical Force, Panic Bomber, Aladdin (Game Boy), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

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SHOSHINKAI NU 64 SHOWCASE

ONLINE

Live, from Japan, Nintendo Power Source on America Online beams back the unveiling of the Nintendo Ultra 64. Our up-link from the Shoshinkai show near Tokyo on November 23-24-25 will feature photos and exclusive reviews of the first NU 64 games ever played. Plus, you'll see the top secret NU 64 controller! (Of course you'll also get power's inside story in the January issue.)

Check out the action in America Online's Odeon Auditorium on Thursday, November 23rd, at 9:00 am and Friday, November 24th, and Saturday, November 25th, 1995 at 7:00 pm, Pacific Standard Time.

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